



80-604201
SCOUT'S
GET
UP
&
GO
WALKER



Leapfrog 80-604201 Scout's Get Up & Go Walker User's Guide

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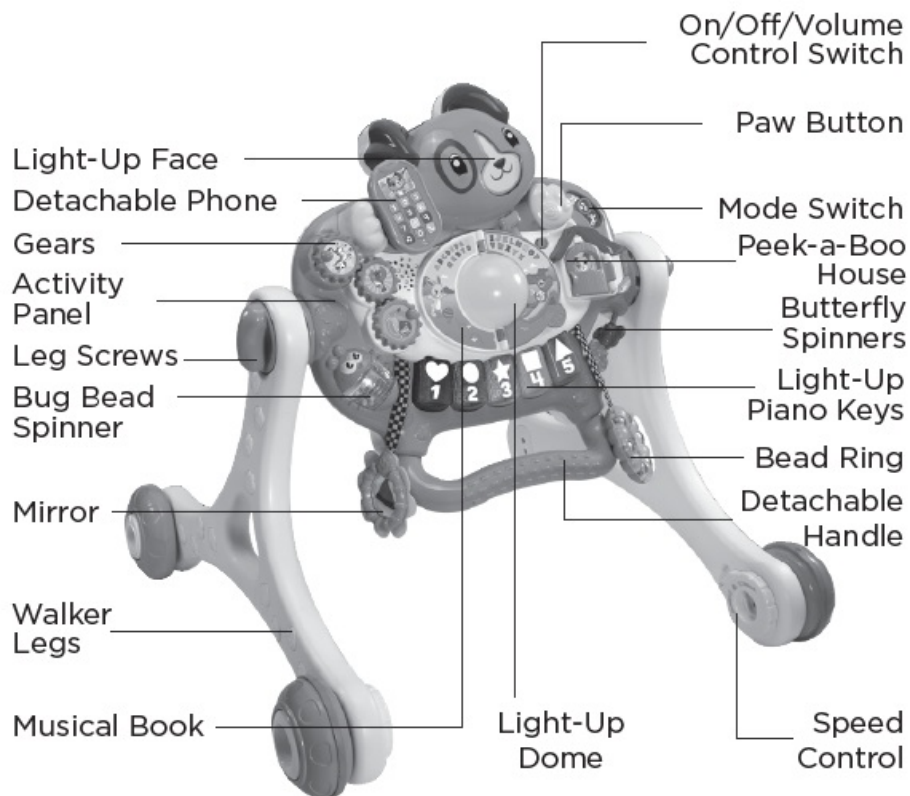


Leapfrog 80-604201 Scout's Get Up & Go Walker



INTRODUCTION

Thank you for purchasing Scout's Get Up & Go Walker™! Start with an interactive baby gym that includes a dangling teether with beads and a mirror for self discovery. When your child is ready, put the legs on the activity panel to transform it into a walker with speed control wheels.



INCLUDED IN THIS PACKAGE

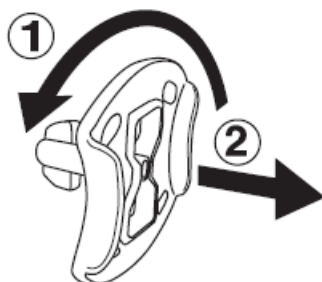
- One Scout's Get Up & Go Walker™ activity panel
- One detachable handle
- Two leg screws
- Two walker legs
- One detachable phone
- One parent's guide

WARNING: All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy, and should be discarded for your child's safety.

NOTE: Please keep this parent's guide as it contains important information.

Unlock the packaging locks:

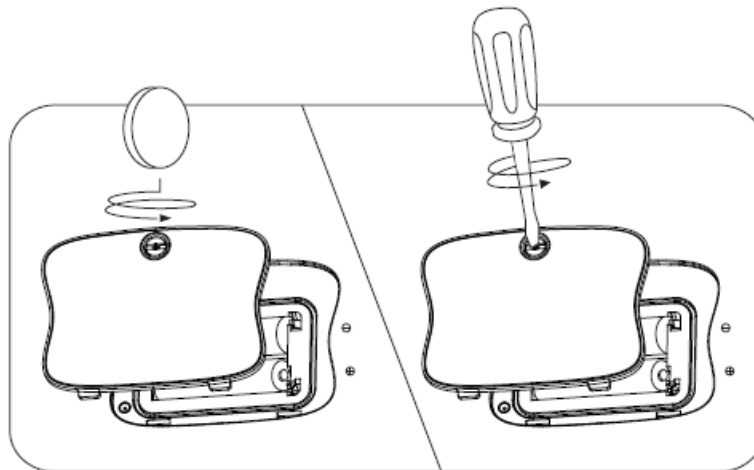
1. Rotate the packaging locks 90 degrees counterclockwise.
2. Pull out the packaging locks and discard them.



GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is turned OFF.
2. Locate the battery cover on the bottom of the unit.
3. Use a screwdriver to loosen the screw and open the battery cover.
4. Install 2 new AA (AM-3/LR6) batteries into the battery box as illustrated. (The use of new alkaline batteries is recommended for maximum performance.)
5. Replace the battery cover and tighten the screw to secure it.

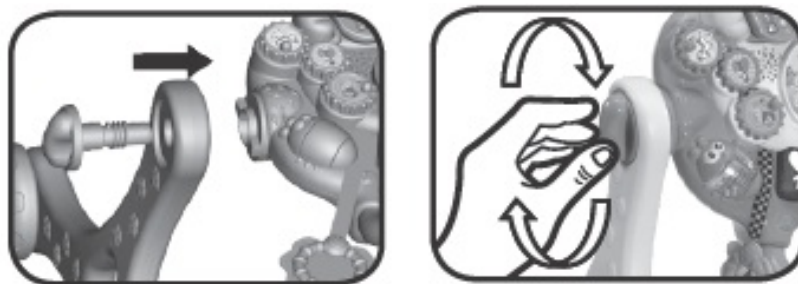


BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

ASSEMBLY

With Scout's Get Up & Go Walker™ safety comes first. To ensure your child's safety, adult assembly is required. Use the Scout's Get Up & Go Walker™ as a gym for infants. Use as a floor toy (without legs) for sitting play or use as a walker only when child is able to stand steadily. As with all toys for this age group, adult supervision is recommended.



1. Attach the Walker Legs by inserting the Leg Screws into the screw holes.
2. Adjust the desired angle of the Activity Panel, then tighten each leg screw until you hear a “click”. The click signals when the safety lock has been enabled.

- **Baby gym**

Note: For smaller babies, rotate the panel so it's flat so they can reach all the manipulatives.

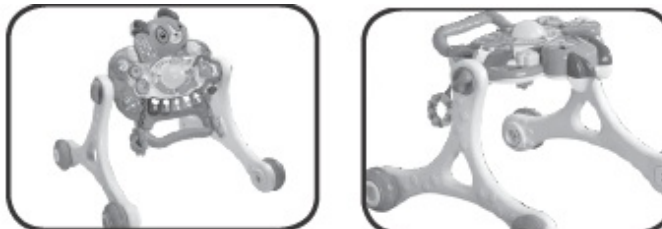
- **Activity panel**

Note: When the legs are removed, please keep the legs and leg screws away from children.

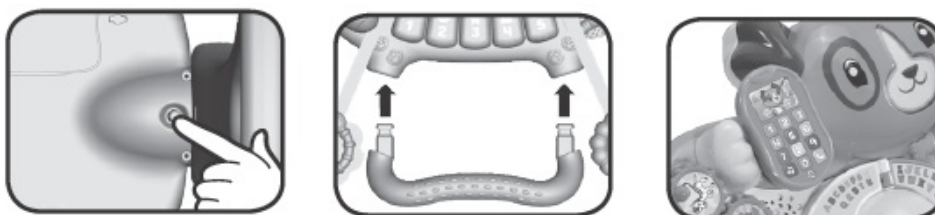


- **Easel**

- **Walker**






3. To loosen the screws, press and hold the safety buttons on the bottom side of the Activity Panel to disengage the safety locks. Then turn the Leg Screws counterclockwise. To fully disengage the safety locks, you may need to rotate the screw clockwise and then, after it disengages, counterclockwise.
4. Attach the Handle by pressing it firmly into the Activity Panel.
5. Insert the Detachable Phone into Scout's left paw. To prevent the Detachable Phone from accidentally falling, do not insert it when configured as a baby gym.



 **CAUTION:** ADULT ASSEMBLY REQUIRED

PRODUCT FEATURES



1. On/Off/Volume Control Switch

To turn the unit ON, slide the Off/Low/ High Volume Switch to the Low Volume () or the High Volume () position. To turn the unit OFF, slide the Off/Low/ High Volume Switch to the OFF () position.

2. Mode Switch

Slide the Mode Switch to choose Music, Play and Learn or Let's Get Moving modes.

3. Speed Control

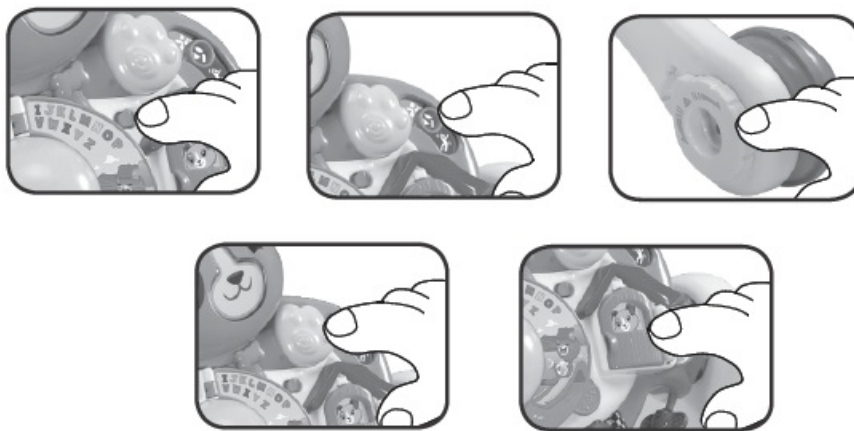
Turn to the rabbit icon () to allow the wheels to turn at a regular rate. Turn to the turtle icon () to allow the wheels to turn at a slower rate.

4. Paw Button

Press the Paw Button to hear playful phrases.

5. Peek-a-Boo House

Open and close the door to hear fun phrases.



6. Musical Book

Turn the page back and forth to alternate between letter, shape and color songs.

7. Butterfly Spinners

Spin the colorful butterflies.

8. Detachable Phone

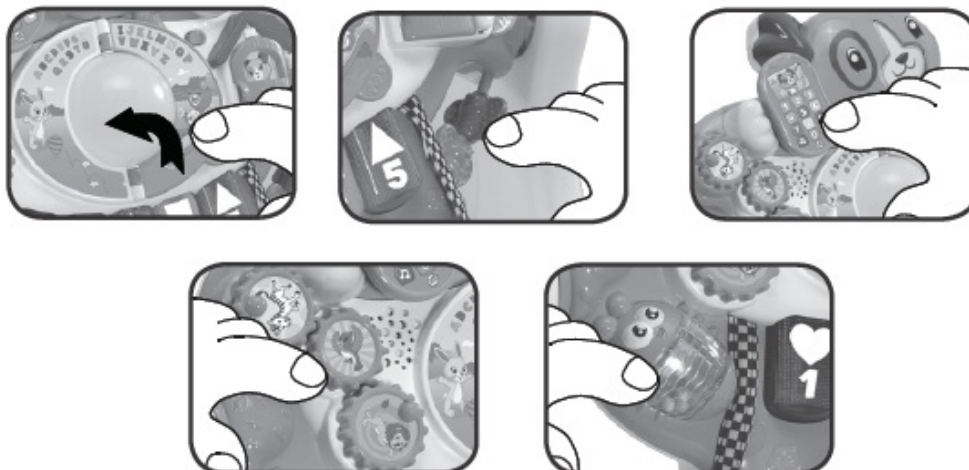
Pick up or hang up for fun role-play phone sounds.

9. Gears

Spin for fun gear play.

10. Bug Bead Spinner

Spin to hear fun music.



11. Mirror

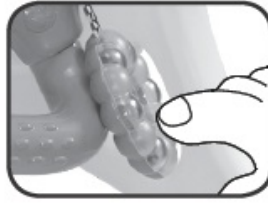
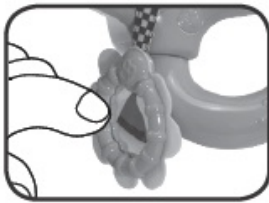
Look into the Mirror to learn self-recognition.

12. **Bead Ring**

Shake for rattling fun.

13. **Light-Up Piano Keys**

Press for fun numbers, shape, and musical sounds and phrases.



ACTIVITIES

1. **Music**

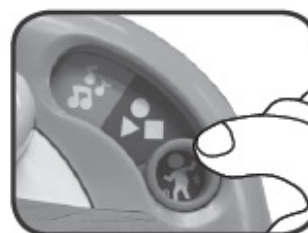
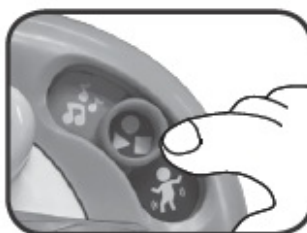
Press buttons and open and close items to hear delightful music and educational songs.

2. **Play and Learn**

Press buttons and open and close items to hear fun shape and color phrases.

3. **Let's Get Moving**

Press buttons and open and close items to hear phrases that encourage kids to be active.



CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat sources.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

If for some reason the program/activity stops working, please follow these steps:

1. Turn the unit OFF.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit back ON. The unit will now be ready to play again.
5. If the unit still does not work, replace it with an entire set of new batteries.

Environmental phenomena.

- The unit may malfunction if subjected to radio-frequency interference.
- It should revert to normal operation when the interference stops.
- If not, it may become necessary to turn the power OFF and back ON or remove and reinstall the batteries.
- In the unlikely event of an electrostatic discharge, the unit may malfunction and lose memory, requiring the user to reset the device by removing and reinstalling the batteries.

IMPORTANT NOTE: If the problem persists, please call our Consumer Services Department at 1-[800-701-5327](tel:800-701-5327) in the U.S. or email support@leapfrog.com. Creating and developing LeapFrog® products is accompanied by a responsibility that we take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

NOTE: 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 in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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 UNDESIRE OPERATION.

CAN ICES-3 (B)/NMB-3(B)

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

Supplier's Declaration of Conformity

- **Trade Name:** LeapFrog®
- **Model:** 6042
- **Product name:** Scout's Get Up & Go Walker™
- **Responsible Party:** LeapFrog Enterprises, Inc.
- **Address:** 6401 Hollis Street, Suite 100, Emeryville, CA 94608
- **Website:** leapfrog.com

Visit our website for more information about our products, downloads, resources, and more. leapfrog.com For warranty information, please visit leapfrog.com/warranty.

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FREQUENTLY ASKED QUESTIONS

What is the Leapfrog 80-604201 Scout's Get Up & Go Walker?

The Leapfrog 80-604201 Scout's Get Up & Go Walker is an interactive toy designed to support toddlers in learning to walk and develop motor skills. It features engaging activities and sounds to entertain and encourage movement.

What are the dimensions of the Leapfrog 80-604201 Scout's Get Up & Go Walker?

The Leapfrog 80-604201 Scout's Get Up & Go Walker measures 15.75 x 16.26 x 21.38 inches, providing a stable and spacious design for toddlers to use as they learn to walk.

How much does the Leapfrog 80-604201 Scout's Get Up & Go Walker weigh?

The Leapfrog 80-604201 Scout's Get Up & Go Walker weighs 4.86 pounds, which is sturdy enough to provide support while being manageable for toddlers.

What is the price of the Leapfrog 80-604201 Scout's Get Up & Go Walker?

The Leapfrog 80-604201 Scout's Get Up & Go Walker is priced at \$47.99, offering a comprehensive walking aid and educational toy at a reasonable cost.

What is the recommended age for the Leapfrog 80-604201 Scout's Get Up & Go Walker?

The Leapfrog 80-604201 Scout's Get Up & Go Walker is recommended for children aged 24 months to 5 years, supporting early walking and motor development.

What type of batteries does the Leapfrog 80-604201 Scout's Get Up & Go Walker use?

The Leapfrog 80-604201 Scout's Get Up & Go Walker requires 2 AA batteries to operate its interactive features and sounds.

What features does the Leapfrog 80-604201 Scout's Get Up & Go Walker include?

The Leapfrog 80-604201 Scout's Get Up & Go Walker includes interactive activities such as buttons, lights, and sounds that encourage movement and play, helping toddlers develop coordination and balance.

How does the Leapfrog 80-604201 Scout's Get Up & Go Walker assist in walking development?

The Leapfrog 80-604201 Scout's Get Up & Go Walker provides a supportive and engaging experience for toddlers learning to walk, with features that motivate and reward their steps.

What materials are used in the construction of the Leapfrog 80-604201 Scout's Get Up & Go Walker?

The Leapfrog 80-604201 Scout's Get Up & Go Walker is made from durable plastic materials designed to withstand active play and provide a stable walking aid for toddlers.

What is the warranty period for the Leapfrog 80-604201 Scout's Get Up & Go Walker?

The Leapfrog 80-604201 Scout's Get Up & Go Walker comes with a 3-month warranty, covering any manufacturing defects or issues during that period.

How should the Leapfrog 80-604201 Scout's Get Up & Go Walker be cleaned?

The Leapfrog 80-604201 Scout's Get Up & Go Walker can be cleaned with a damp cloth. Avoid using harsh chemicals or submerging the walker in water.

What kind of support does the Leapfrog 80-604201 Scout's Get Up & Go Walker provide for toddlers?

The Leapfrog 80-604201 Scout's Get Up & Go Walker offers physical support and balance for toddlers learning to walk, along with interactive features that promote motor skill development and early learning.

What should I do if the LeapFrog 80-604201 Scout's Get Up & Go is not turning on?

Check that the batteries are installed correctly and have sufficient charge. Ensure the battery compartment is securely closed. If the toy still does not turn on, try replacing the batteries with new ones.

Why is the LeapFrog 80-604201 Scout's Get Up & Go not responding to touch or interaction?

Make sure the touch-sensitive areas are clean and free from debris. Verify that the batteries are properly installed and have enough power. If the toy remains unresponsive, there may be an issue with the touch sensor or internal electronics.

How can I fix the LeapFrog 80-604201 Scout's Get Up & Go if it is not producing sounds or music?

Check that the batteries are fresh and installed correctly. Ensure the volume is turned up and not muted. If the sounds or music are still not working, the internal speaker or sound mechanism might need inspection or repair.

VIDEO – PRODUCT OVERVIEW



[Download the PDF link: Leapfrog 80-604201 Scout's Get Up & Go Walker User's Guide Get-Up-Go-Walker-Users-Guide.mp4](#)

REFERENCE: [Leapfrog 80-604201 Scout's Get Up & Go Walker User's Guide -Device.Report](#)

References

- [User Manual](#)

[Manuals+](#), [Privacy Policy](#)

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