



RYDER'S PLAY & LEARN PUP PAD

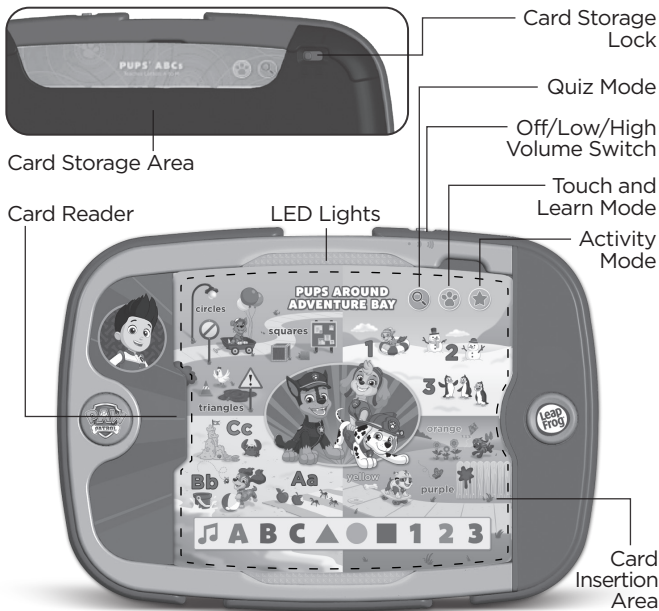


Instruction Manual

This manual contains important information. Please save it for future reference.

INTRODUCTION

Thank you for purchasing the **PAW Patrol Ryder's Play and Learn Pup Pad**! Help solve problems around Adventure Bay, just like the pups in the show. This screen-free tablet with interchangeable cards teaches 20+ essential preschool topics like letters, numbers, weather, and problem solving. Each card has multiple ways to play and learn with the PAW Patrol!



INCLUDED IN THE PACKAGE

- 1 Ryder's Play and Learn Pup Pad
- 10 double-sided cards
- 1 Quick Start Guide

WARNING

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

NOTE

Please save this Instruction Manual as it contains important information.

ATTENTION :

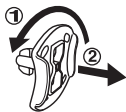
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

NOTE :

Il est conseillé de sauvegarder ce manuel d'utilisation car il comporte des informations importantes.

Unlock the Packaging Locks

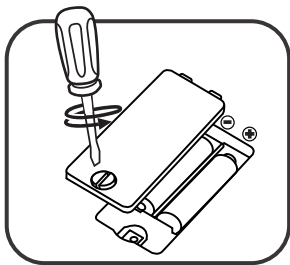
- ① Rotate the packaging locks 90 degrees counterclockwise.
- ② Pull out the packaging locks and discard.



GETTING STARTED

BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned **Off**.
2. Locate the battery cover on the back of the unit. Use a screwdriver to loosen the screw and then open the battery cover.
3. Remove old batteries by pulling up on one end of each battery.
4. Install 2 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended.)
5. Replace the battery cover and tighten the screw to secure.





WARNING:

Adult assembly required for battery installation.
Keep batteries out of reach of children.



ATTENTION :

Les piles ou accumulateurs doivent être installés par un adulte. Tenir les piles ou accumulateurs hors de portée des enfants.

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES

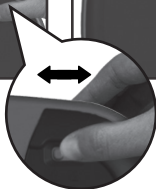
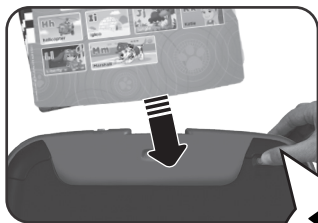
- Remove rechargeable batteries (if removable) from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

HOW TO PLAY

1. Insert Card



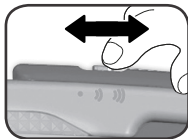
2. Card Storage



PRODUCT FEATURES

1. Off/Low/High Volume Switch

Slide the **Off/Low/High Volume Switch** to Low 🎵 or High 🎵 to turn the device on and select the volume.



2. Touch and Learn Mode Button

Touch and Learn is the default mode upon start up or after a card is inserted. In this mode, touch the images on the card to explore. This mode introduces new words and preschool concepts through open exploration. When another mode is active, press this button at any time to return to this mode.



3. Quiz Mode Button

Press the **Quiz Mode Button** to play a “Find It” game with questions that reinforce the learning from the Touch and Learn mode. Upon completion of a game round, the toy automatically returns to the default Touch and Learn mode. Press the **Quiz Mode Button** again for another round of Find It.



4. Activity Mode Button

Press the **Activity Mode Button** to play an activity that reinforces learning or introduces new concepts. Activities vary by card including matching games, music making, story sequencing, and more.



6. Automatic Shut-Off

To preserve battery life, **Ryder's Play and Learn Pup Pad** will automatically go into sleep mode after approximately three minutes without input. To turn the unit on again, please switch the **Off/Low/High Volume Switch** to the **Off** position and then back to either the Low » or High »» position again.



Pups' ABCs

Curriculum: Letters N - Z



Coastal Cleanup

Curriculum: Letters N - Z



Counting with Mr. Porter

Curriculum: Numbers and Counting



Counting Cows

Curriculum: Numbers and Number Names



Yelp for Help

Curriculum: Helping and Problem Solving



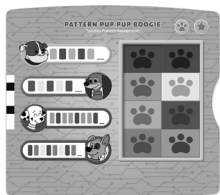
Pups on a Path

Curriculum: Logic and Reasoning



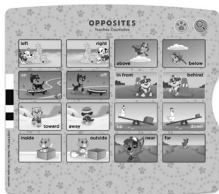
Jam with DJ Rubble

Curriculum: Music



Pattern Pup Pup Boogie

Curriculum: Pattern Recognition



Opposites

Curriculum: Opposites



Pups' Playtime

Curriculum: Vocabulary



Fun in the Forecast

Curriculum: Weather



Pups' Tales

Curriculum: Story Sequencing



Pups Pack and Sort

Curriculum: Sorting



Pups Save the Night

Curriculum: Problem Solving



Pups Building Shapes

Curriculum: Shapes



Stepping Shapes

Curriculum: Shapes



Color with Marshall

Curriculum: Colors and Color Mixing



Skye's Day

Curriculum: Time Concepts and Daily Routines

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 if the unit will not be in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the unit stops working or malfunctions, 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 **On**. The unit should now be ready to use again.
5. If the unit still does not work, install a new set of 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.

Impact de l'environnement

Une défaillance de fonctionnement de l'appareil peut survenir s'il est sujet à des interférences avec les fréquences radioélectriques. Le fonctionnement normal de l'appareil devrait reprendre avec l'arrêt des interférences. Si ce n'est pas le cas, il peut s'avérer nécessaire d'éteindre et rallumer l'appareil ou de retirer et réinstaller les piles. Dans l'éventualité peu probable d'une décharge électrostatique, un mauvais fonctionnement et une perte de mémoire de l'appareil peuvent se produire. L'utilisateur doit alors retirer et réinstaller les piles pour réinitialiser l'appareil.

CAUTION

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

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 receiver.
- Connect the equipment into 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.

IMPORTANT NOTE:

If the problem persists, please call our **Consumer Services Department** at **1-800-701-5327** in the U.S. and Canada, 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.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name:	LeapFrog®
Model:	6178
Product Name:	PAW Patrol Ryder's Play and Learn Pup Pad
Responsible Party:	LeapFrog Enterprises, Inc.
Address:	2200 Powell St., Suite 500 Emeryville, CA 94608
Website:	leapfrog.com

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.



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information about our products,
downloads, resources and more.**

leapfrog.com
leapfrog.ca

**Read our complete warranty policy online at
*leapfrog.com/legal***

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