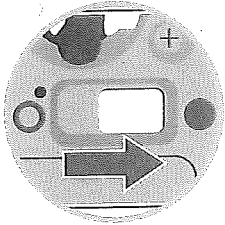
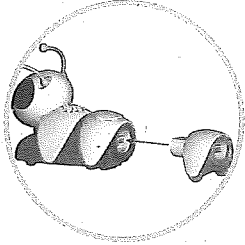


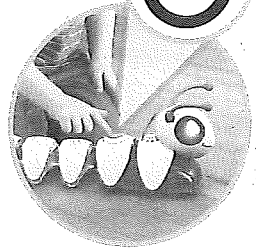
Quick Start!





- Slide the power switch ON ●.



- Connect segment pieces to Code-a-pillar™. Watch each piece light up (this may take a few seconds) so you know each piece is connected!

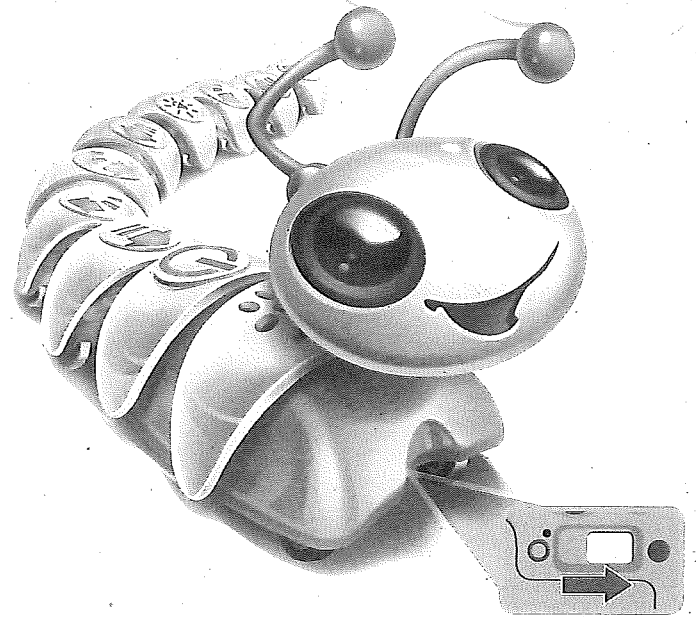


- Press the GO! button . Just a few seconds ... Code-a-pillar needs time to process your request. Watch his pieces light up as he maps out the path you created. Once he knows the plan, off he goes!

Hint: The GO! button  is the **only** button on Code-a-pillar. The segment pieces do not have buttons.

Fisher-Price

DKT39
FDT92



Keep this instruction sheet for future reference, as it contains important information.

Slide the power switch all the way to ON ● to remove from try-me demonstration mode.

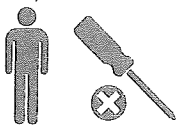
THINK & LEARN

Code-a-pillar™

Consumer Information



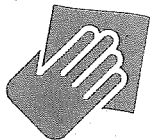
Requires four AA batteries (included) for operation. Batteries included are for demonstration purposes only.



Battery replacement is required. Only adults should replace batteries. Tool required: Phillips screwdriver (not included).



This product emits flashing lights at 5 - 30 cycles per seconds.

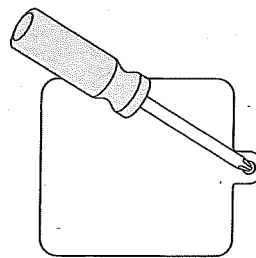


Wipe toy with a clean, damp cloth. Do not immerse. This toy has no consumer serviceable parts. Do not take apart.



See Code-a-pillar™ in action at fisher-price.com/thinkandlearn

Battery Replacement



- For longer life, use **alkaline** batteries.
- Loosen the screw in the battery compartment door and remove the door.
- Remove the exhausted batteries and dispose properly.
- Insert four, new AA (LR6) **alkaline** batteries.
- Replace the battery compartment door and tighten the screw. Do not over-tighten.

- If this toy begins to operate erratically, you may need to reset the electronics. Slide the power switch off and back on.
- When sounds/lights/motion become faint or stop, it's time for an adult to change the batteries.

Battery Safety Information

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

FCC Statement

(UNITED STATES ONLY)

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.
- Consult the dealer or an experienced radio/TV technician for help.

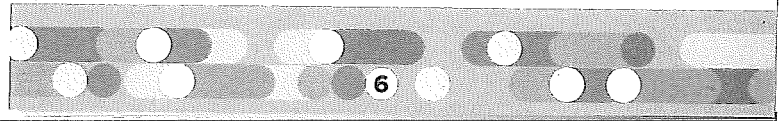
NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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.

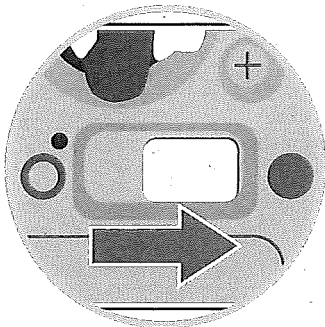
CAN ICES-3 (B)/NMB-3 (B)

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

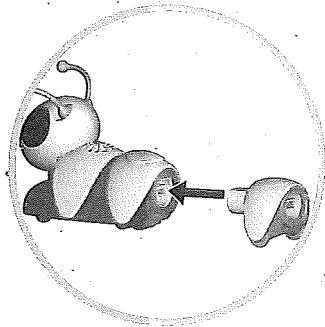
L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.



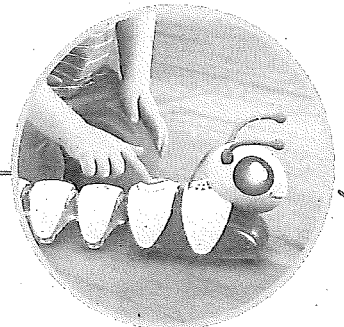
Where can you make him go next?



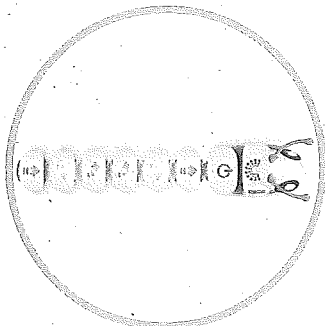
Slide the power switch ON ● to start or OFF ○ when finished playing.



Fit a segment piece into Code-a-pillar™. The piece lights up to let you know it's connected! This may take several seconds.



Press the GO! button ⏻.



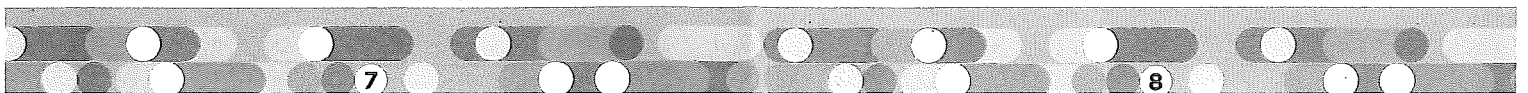
Watch his pieces light up as he maps the plan you "programmed".



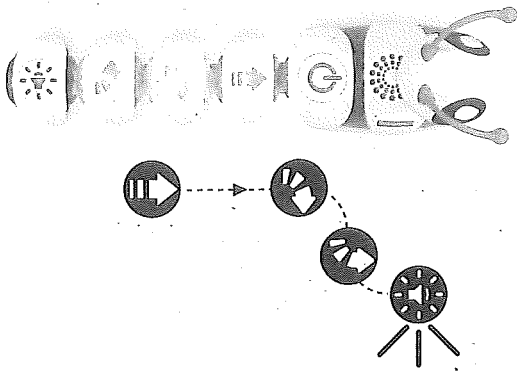
Off he goes!



When he stops, press his head and he will respond in his own "code".



GO!



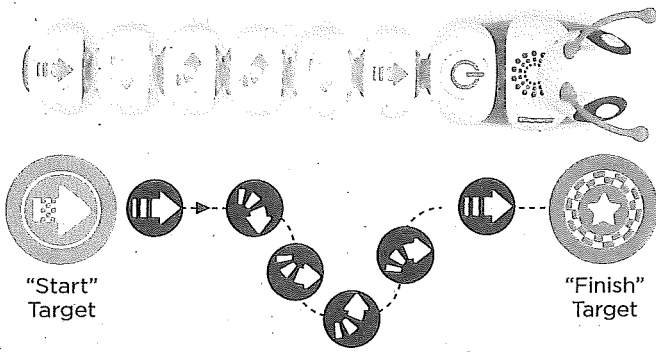
- Mix up the pieces, then put them back together to send Code-a-pillar™ in a different direction every time! Here's just one example.

Tips and Hints

- For best performance, use Code-a-pillar™ on hard, flat surfaces. We do not recommend using Code-a-pillar™ on carpets.
- If a component piece does not light up when you attach it to Code-a-pillar™, it may not be fully connected. Push the piece firmly to see if it's connected.
- If Code-a-pillar™ moves slowly, the wheels may be dirty. Wipe them with a clean cloth.
- If you place Code-a-pillar™ in a room and you pressed his head, clear the room for him and/or press the GO! button ⏻. He will resume his search path where he left off!
- Code-a-pillar™ always places his what makes him go! If there are no pieces connected and you press the GO! button ⏻, his eyes blink and he will make a sound.
- Turn on the segment LEDs as to Code-a-pillar™ any way you want and watch him go! Then, take all the pieces apart and connect in a different order to see where Code-a-pillar™ will go next.
- Make Code-a-pillar™ grow with Expansion Kits sold separately and subject to availability. Code-a-pillar™ will not recognize more than 10 pieces at a time. If Code-a-pillar™ does not respond, remove some pieces and try again!

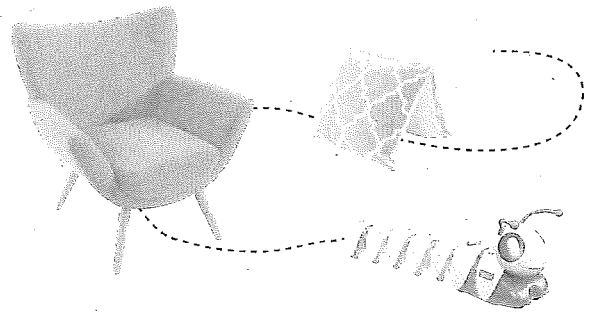
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SOLVE!



- Can you make Code-a-pillar™ go from "Start" to "Finish"?
- Place the "Start" and "Finish" targets on the floor. The path he takes to get there is up to you!
- Connect the pieces to Code-a-pillar and press the GO! ⏻ button.
- Did he make it from "Start" to "Finish"?

IMAGINE!



- Turn any room into an obstacle course!
- Figure out how to rearrange his pieces to send Code-a-pillar™ under a table or around a chair. Or, draw a map and see if you can get Code-a-pillar to follow it!

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