



LeapMOVE™

LEARNING WITH *MOTION*

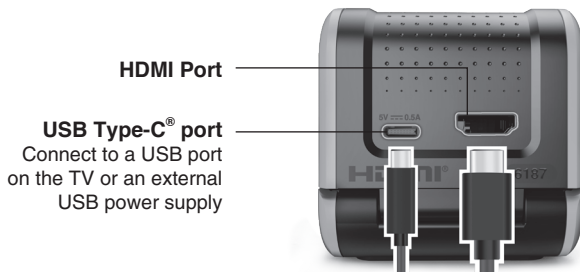
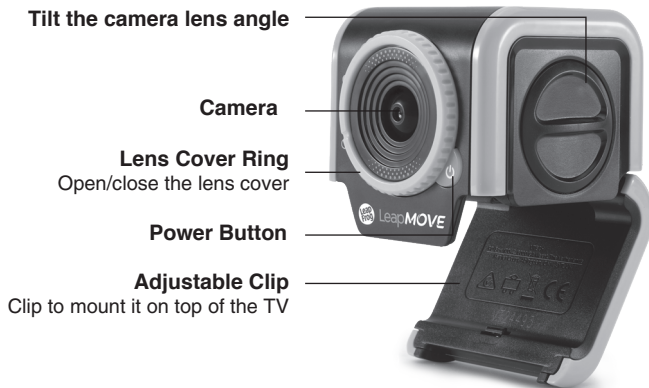


Product Information Guide

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

INTRODUCTION

Thank you for purchasing **LeapMove™**. Jump into 15 adventures filled with fun motion-based learning games to explore math, reading, problem-solving skills and more! **LeapMove** will have your child jumping, ducking, dancing and staying active – all while building a strong foundation for school success.



INCLUDED IN THIS PACKAGE

- LeapMove™
- One USB Type-C cable
- One HDMI cable
- One Quick Start Guide
- One Product Information 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 keep this Quick Start Guide 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 conserver ce guide de démarrage rapide car il comporte des informations importantes.

GETTING STARTED

INITIAL SETUP

Follow the steps in the Quick Start Guide and LeapMove Tutorial for initial setup. For troubleshooting tips and FAQs, please visit LeapFrog.com/LeapMove

INTERACT WITH MENUS

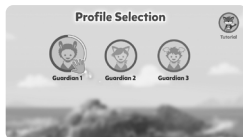
- LeapMove uses hand motions to choose what to play.
Always start with your hands straight down at your sides.
- Raise one hand above your waist to make a hand icon appear on screen.
- Hold the hand icon still, over the desired option, until the circle is full and the option has been activated.
- Step to the left or right to reach different menu options.

- Either hand can be used, but only one hand may be used at a time, keeping your other hand down at the side.
- Avoid hiding your hands behind your back. This can confuse LeapMove.
- Lower your hand below your waist to deactivate the hand icon.

MENU SCREENS

Profile Menu

- Create a new profile or select a saved profile to play.
- To reset profiles, please see the LEAPFROG CONNECT instructions below.
- Choose Tutorial to replay the LeapMove Tutorial.



Main Menu

- Play in **Adventure** mode to become a Guardian of the Forest.
- Play any game in **FreePlay** mode.
- See your achievements in **Trophies**.
- **More Games** are available at LeapFrog.com/LeapMove.
- Select the Back button to go back to the previous menu.



Adventures Menu

- Choose an **Adventure** and train to become a Guardian of the Forest.
- Complete each **Adventure** to unlock the next.
- Choose from the included games to play.



Free Play Menu

- Choose from the included games to play.
- Select the left and right arrows to see all 10 games.



Trophies

- Complete Adventures to earn trophies. Trophies are displayed in the Trophies Menu.
- Earn up to 15 trophies by completing all 15 Adventures.
- Select the left and right arrows to go to the next Trophy area.



Included Learning Games

The 10 included learning games explore a wide variety of learning skills. Play these games from the Adventures Menu or select a game from the Free Play Menu to play.

Learning Levels

The included learning games include three learning levels and progressive game play that grows with your child.

Choose a Learning Level to play. Learning Levels explore skills from Preschool to Kindergarten, and can be changed before each learning game.



Level 1:

Preschool – Uppercase & lowercase letters, letter sounds, spelling with short vowels, counting

Level 2:

Pre-Kindergarten – Alphabetical order, number and shape recognition, phonics & spelling

Level 3:

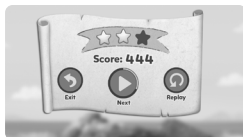
Kindergarten - Spelling with digraphs, rhyming words, long vowels, skip counting, addition & subtraction

How To Play:

- Choose a game to play.
- Choose a Learning Level to play in the game.
- Watch the instructions for the game in the How To Play video. You can replay this video again from the Learning Level menu.
- Each game starts by having you stand in the circle until it turns green. Then you can move around according to the game instructions.
- Always stand 6 feet back from the TV so the game knows where you are. Don't get too close or too far away.
- The Player Tracker (👤) represents you in the game. If it stops tracking your movements, tracking may have jumped to another person in the room. If this happens, all people should step out of view and only the player should step back in to reset.
- To exit a game, cross your arms, touching your RIGHT shoulder with your LEFT hand, and your LEFT shoulder with your RIGHT hand.

Game Score Menu

- Choose Next to play the next game level.
- Choose Replay to play the same game level again.
- Choose Exit to return to the previous menu.



Enchanted Orbs

Step left and right to move around, then use your hands to touch and collect the orbs. Crouch to avoid obstacles.



Teaches: Letters, Rhyming

Forest Friends

Move your arms to create a bridge so the critters can reach their destinations.



Teaches: Sorting & Problem Solving

Super Smasher

Step left and right to move, then use your hands and feet to smash geodes. Bring your hands together to practice addition skills.

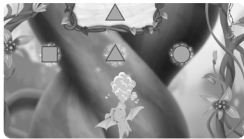
Teaches: Addition & Subtraction



Flying Dragon

Transform into a dragon, then flap your arms to fly. Step left and right to avoid obstacles. Clap your hands to use Dragon's Breath.

Teaches: Numbers, Shapes, Addition & Subtraction



Jungle Ruins

Transform into a cat. Step left and right to move and bounce the ball to break bricks. Jump with your fist in the air to use Paw Power.

Teaches: Numbers, Addition & Subtraction



Crystal Cavern

Step left and right to hide behind crystals to avoid the spotlight. When the spotlight shines elsewhere, use your hands to collect the keys.

Teaches: Letter Sounds, Body Awareness



Bubble Pop

Transform into an armadillo. Step left and right and jump to keep the bubbles in the air. Clap to pop the correct bubbles.

Teaches: Number Sequences, Skip Counting



Armadillo Dash

Transform into an armadillo. Jump and crouch to get through the path. Avoid obstacles and collect stars and letters. Shake your body to escape traps.

Teaches: Spelling, Phonics



Fruit Friends

Step left and right and use your hands to collect fairy dust to grow cute creatures. Wave and jump to protect them.

Teaches: Phonics



Dance!

Follow the Fox's dance moves and dance to nine fun songs.

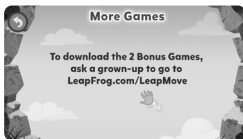


LEAPFROG CONNECT

Connect LeapMove to download the 2 Bonus Games, get the latest device updates, set rest timers, and reset player profiles.

On your Windows® or Mac® computer, go to LeapFrog.com/LeapMove and follow the instructions to install LeapFrog® Connect.

* System requirements can be found at <https://www.leapfrog.com/system-requirements>



Note: To save power, the device will automatically turn off if no input or movement is detected after 18 minutes.

SAFETY INFORMATION

Safety information when using power supply for toys

Note: The USB charger or AC/DC adapter is referred to as “power supply” throughout the manual.

LeapFrog recommends a power supply of the below specification:
USB port for power supply:

The power input to USB port is DC  5V, with a minimum of 0.5A.

- If using a USB charger or AC/DC adapter, this toy should only be used with a power supply suitable for use with toys.
- The power supply is not a toy.
- This toy is not intended for use by children under 3 years old.
- Do not connect the toy to more than the recommended number of power supplies.
- Never clean a plugged in toy with liquid.
- Please examine the power supply periodically for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the supply cord, output cord, plug, blades, housing, or other parts) and that, in the event of such conditions, the power supply should be scrapped.
- Power supplies for toys are not intended to be used as toys, and the use of these products by children shall be under the full supervision of parents.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television. While **LeapMove™** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician. Please note that focusing on an LCD screen at close range for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15-minute break for every hour of play.

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. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.
4. Examine the USB Type-C and the HDMI cables regularly. Check for damage to the cables, plugs and other parts. Do not use the USB Type-C or HDMI cables if there is any damage.
5. NEVER try to dismantle the unit.

TROUBLESHOOTING

Electrostatic discharge or Electrical fast transient/burst may cause the unit to malfunction. Or for some reason the program/activity stops working, please follow these steps:

Unplug the USB cable from **LeapMove** to power it off. Wait for 10 seconds and plug the USB cable back into LeapMove. Then, press the power button for 2 seconds to power it on. It is ready to play again.

If lens cover becomes stuck, rotate green lens cover ring counterclockwise until it stops, and then rotate clockwise until it stops.

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.

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.

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

DISCLAIMER AND LIMITATION OF LIABILITY

LeapFrog and its suppliers assume no responsibility for any damage or loss resulting from the use of this handbook. LeapFrog and its suppliers assume no responsibility for any loss or claims by third parties that may arise through the use of this software. LeapFrog and its suppliers assume no responsibility for any damage or loss caused by deletion of data as a result of malfunction, dead battery, or repairs. Be sure to make backup copies of important data on other media to protect against data loss.

USB Cable: The USB cable provided with this product complies with FCC and other regulatory emission limits. If using a USB cable other than the one provided, please note that in order not to exceed FCC and other regulatory emissions limits, a shielded cable must be used.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: LeapFrog®
Model: 6187
Product Name: LeapMove™
Responsible Party: LeapFrog Enterprises, Inc.
Address: 2200 Powell Street, 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 UNDESIRABLE OPERATION.
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