

www.JunoMyBabyElephant.com

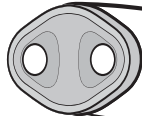
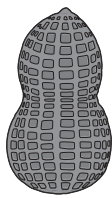
T30100_0001_20109161_GEN_IS_R2

CAUTION: Do not use projectiles other than those provided with this toy.

NOTE: Changes, adjustments or modifications to this unit, including but not limited to, replacement of any transmitter component (crystal, semiconductor, etc.) could result in a violation of FCC rules under part 15 of the FCC rules. 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. This equipment has been tested and found to comply with the limits for Class B digital devices pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful:
• Reorient or relocate the receiving antenna
• Increase the separation between the toy and the radio or the TV
• Consult the dealer or an experienced TV-radio technician for help.

FCC STATEMENT: 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. This equipment has been tested and found to comply with the limits for Class B digital devices pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful:
• Reorient or relocate the receiving antenna
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• Consult the dealer or an experienced TV-radio technician for help.

Requires 4 AA/LR6 1.5V batteries (not included). Batteries or battery packs must be recycled or disposed of properly. When this product has reached the end of its useful life, it should not be disposed of with other household waste. The Waste Electrical and Electronic Equipment Regulations require it to be separately collected so that it can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream. The "wheeler bin" symbol means that it should be collected as "waste electrical and electronic equipment". You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.



CONTENTS: 1 Juno My Baby Elephant™, 1 Mouse Accessory, 1 Peanut Accessory, Wildlvs Zoo Postcard, Juno's Care Guide, Instruction booklet

CAUTION: This toy contains inaccessible magnet. Keep away from electronic and medical devices.

NORTH AMERICA - 1-800-622-8339, 1-800-622-8339, customercare@spinmaster.com
UK - 0800 206 1191, serviceuk@spinmaster.com
IRELAND - 1800 992 249
AUSTRALIA - 1800 316 982, customercare@spinmaster.com
WWW.SPINMASTER.COM

Easy to follow instruction videos:
YouTube
@JunoMyBabyElephant

4 x AA 1.5V (LR6) 1.5V
BATTERIES NOT INCLUDED
PILES NON FOURNIES



FOR TROUBLESHOOTING questions and solutions, please visit our website: JunoMyBabyElephant.com

NOTE: If normal function of the product is disturbed or interrupted, strong electromagnetic interference may be causing the issue. To reset product, turn it completely off, then turn it back on. If normal operation does not resume, move the product to another location and try again. To ensure normal performance, change the batteries, as low batteries may not allow full function.

CARE AND MAINTENANCE: Wipe the toy gently with a clean damp cloth. Keep the toy away from direct heat. This product is intended for indoor use only. Do not use outdoors - dirt, grass, cement will scratch the finish and damage the product. Do not play around water as this is a hazard and can cause a malfunction or damage the electronic assemblies. Keep the toy away from direct sunlight and/or direct heat. Keep away from obstacles and electrical hazards.

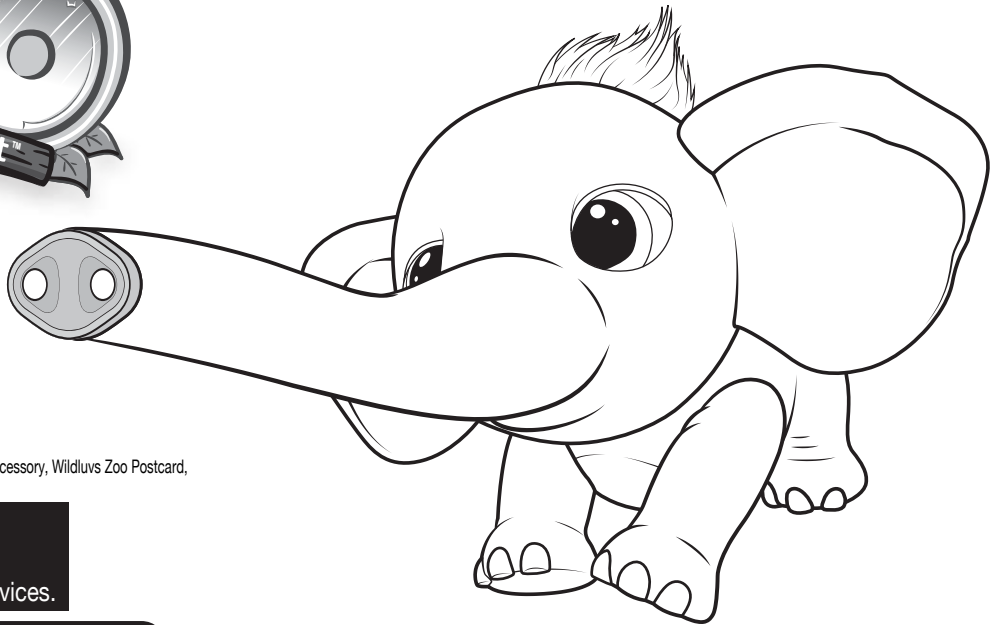
WARNING: Not suitable for children under 3t years of age. BEFORE FIRST USE: Read the user's information together with your child.

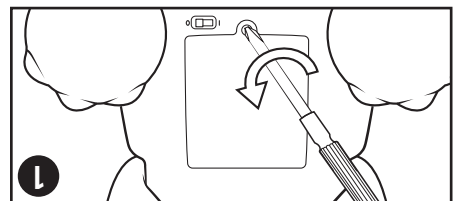
Do not change or modify anything on the toy.

BATTERY SAFETY INFORMATION: Replacement of batteries must be done by adults. Follow the polarity (+/-) diagram in the battery compartment. Promptly remove dead batteries from the toy. Dispose of used batteries properly. Remove batteries of the same or equivalent type as recommended. DO NOT dispose of batteries in fire, as batteries may explode or leak. DO NOT mix old and new batteries or types of batteries (i.e. alkaline/standard/rechargeable). Using rechargeable batteries is not recommended due to possible reduced performance. Rechargeable batteries are only to be charged under adult supervision. Rechargeable/rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are to be removed from the toy before being charged. DO NOT recharge non-rechargeable batteries. DO NOT short-circuit the supply terminals.

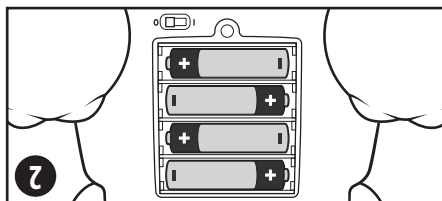
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5+ years ans

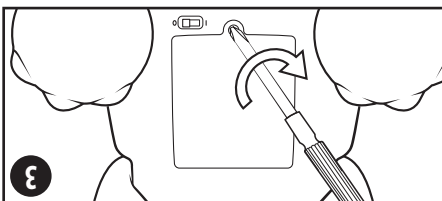




1. The battery door is located on Juno's BELLY. Use a Phillips screwdriver to loosen the battery door screw. If used batteries are present, remove these batteries from the unit. **DO NOT remove or install batteries using sharp or metal tools.**



2. Install new batteries as shown in diagram (2). For best results, use premium alkaline non-rechargeable batteries.



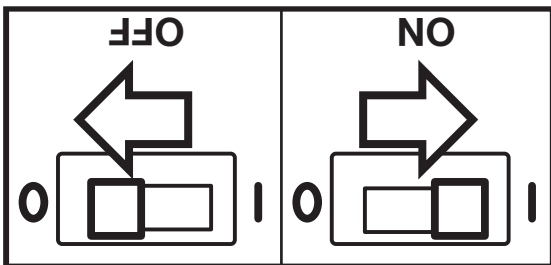
3. Replace battery door securely.
4. Check your local laws and regulations for correct recycling and/or battery disposal.

LOW BATTERIES

When Juno My Baby Elephant™ is low on battery, she will yawn more often and go to sleep faster.

HOW TO TURN YOUR JUNO MY BABY ELEPHANT™ ON

1. Ensure batteries are installed in your Juno My Baby Elephant™.
2. Move the ON/OFF switch on Juno's BELLY to the ON position.
3. Always remember to turn Juno My Baby Elephant™ OFF (O) after playing to save battery life.

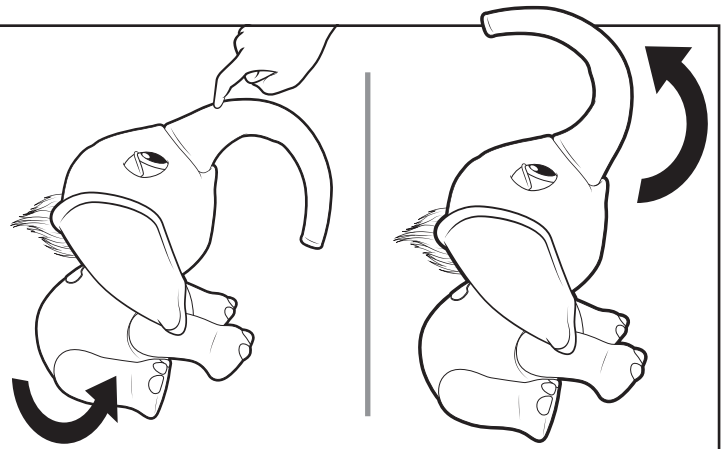


CUDDLE MODE

You can put JUNO into CUDDLE MODE by BENDING BOTH HER LEGS into a SITTING POSITION.

Make sure to bend both legs at the same time.

In CUDDLE MODE you can PET her HEAD and CHEEKS to make her happy. PET her TRUNK and she'll reach up to give you a "kiss".



INSTANT MOVE

Press Juno's BACK TRICK BUTTON when she isn't playing with her MOUSE or PEANUT and she will do a move.

Press and HOLD Juno's BACK TRICK BUTTON when she isn't playing with her MOUSE or PEANUT and she will DANCE.



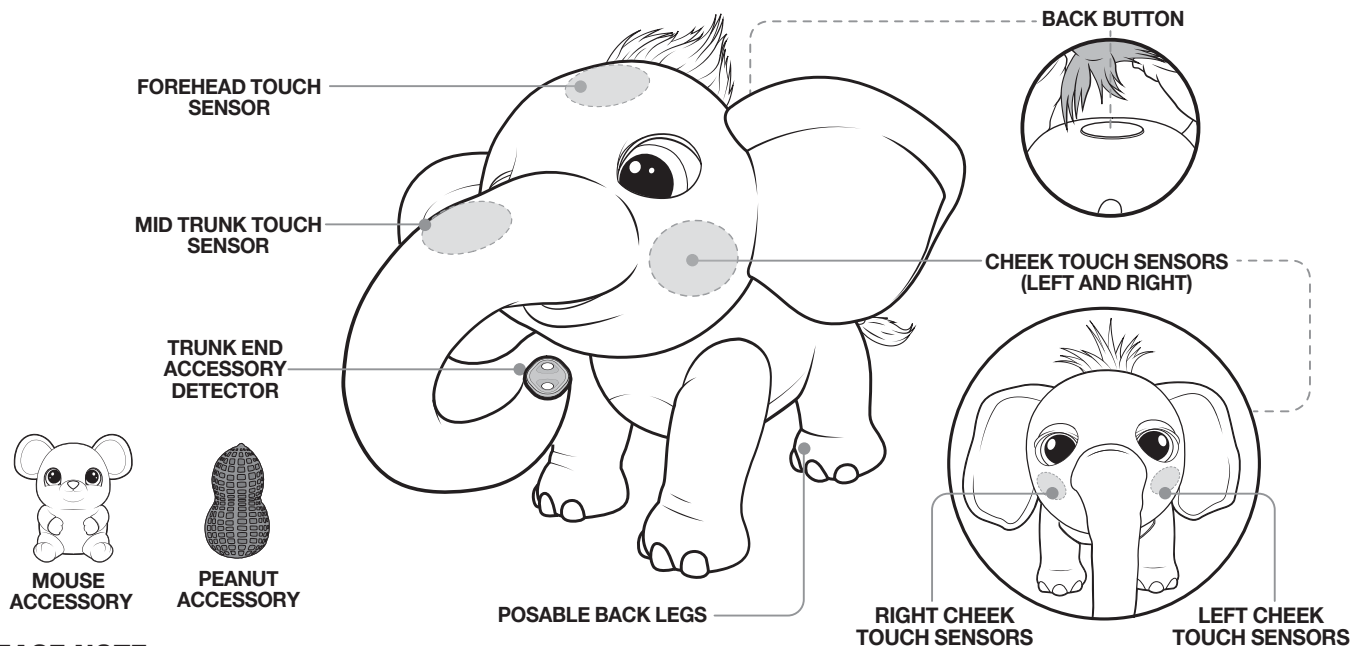
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INTRODUCTION

JUNO is your very own baby elephant that is still learning how to elephant. She needs your help to learn how to use her trunk!

Through playing with her MOUSE TOY and PEANUT she will better learn how to use her TRUNK. Pet, play and teach Juno how to be a real elephant.

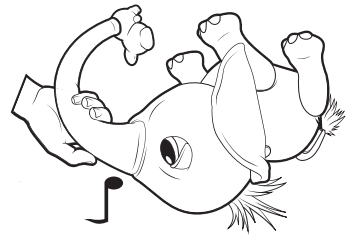


PLEASE NOTE:

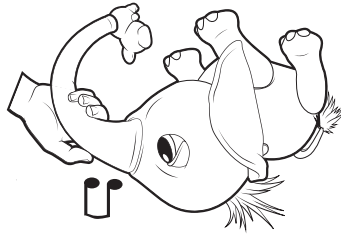
1. DO NOT PULL THE TRUNK TOO HARD.
2. DO NOT PULL ON THE TAIL OR HOLD HER BY THE TAIL.
3. DO NOT HOLD THE ELEPHANT UP BY THE TRUNK OR THE EARS. ALWAYS CARRY HER WITH BOTH HANDS ONE UNDERNEATH HER BELLY AND ONE HOLDING HER HEAD.

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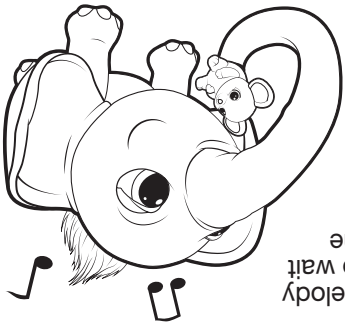


1. PET Juno's MID TRUNK sensor and she'll start to sing.



2. PET Juno's MID TRUNK sensor again and she will squeak on top of her song.

Juno will play a melody and then pause to wait for you to finish the tune.
PET her TRUNK, RIGHT or LEFT CHEEK to finish the tune in different sounds.

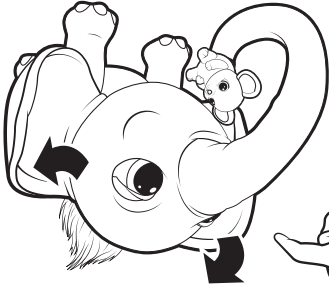


Build a Tune

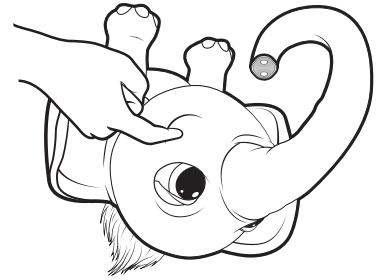
Singing

TOUCH Juno's FOREHEAD and she'll cover her eyes with her ears.
She will make a trumpet sound.
Wait until you hear her make a "Peekaboo" sound and PET her forehead.
If you don't PET fast enough, you lose and exit the game.
Try to PET at the right time 3 times in a row for a special payoff.

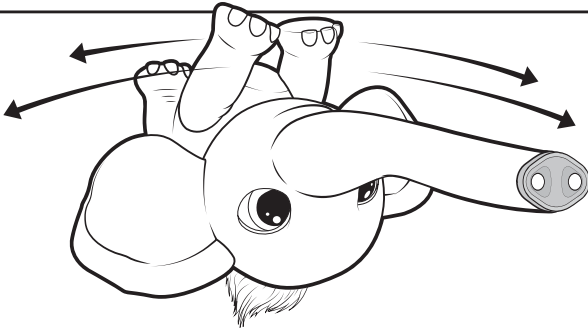
Peekaboo



GAMES (CONTINUED)



Get to know Juno by PETTING her CHEEKS. She will coo and make happy noises.



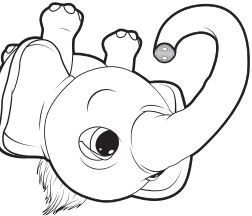
After Juno has gotten to know you better, her silly funny attitude comes through. She likes to swing her trunk around, giggle and make funny sounds.



When you first power Juno on, she will hide behind her ears.



PET Juno's CHEEKS and she'll peek out through her ears.



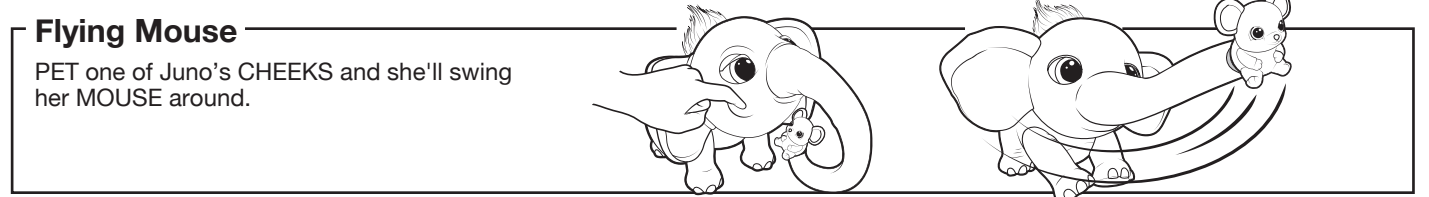
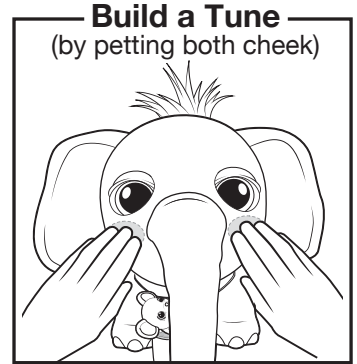
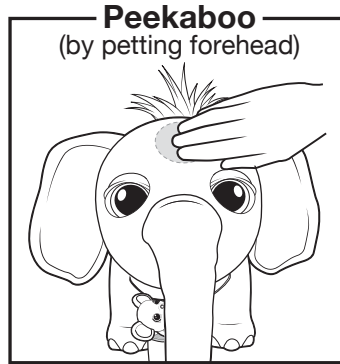
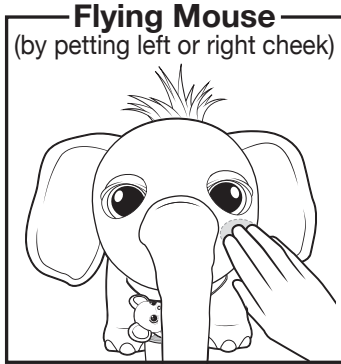
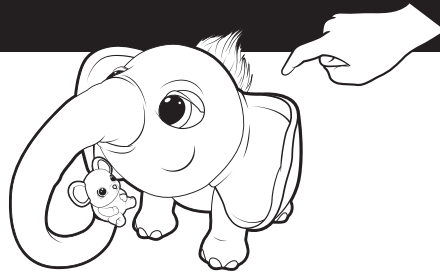
Coax Juno out by PETTING her FOREHEAD and she will eventually come out from behind her ears.

When you first bring Juno home, she is shy and unsure of her new surroundings.

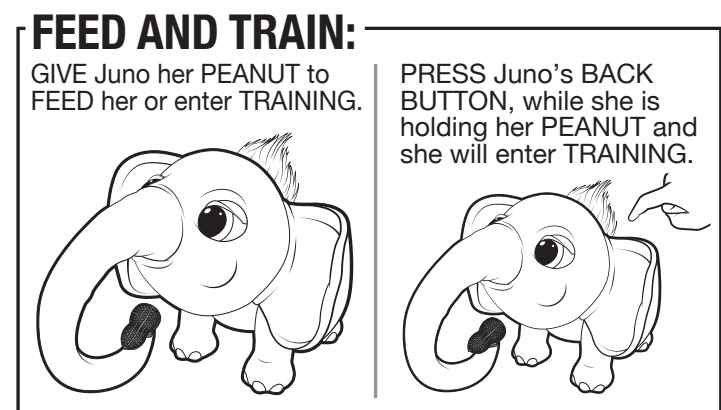
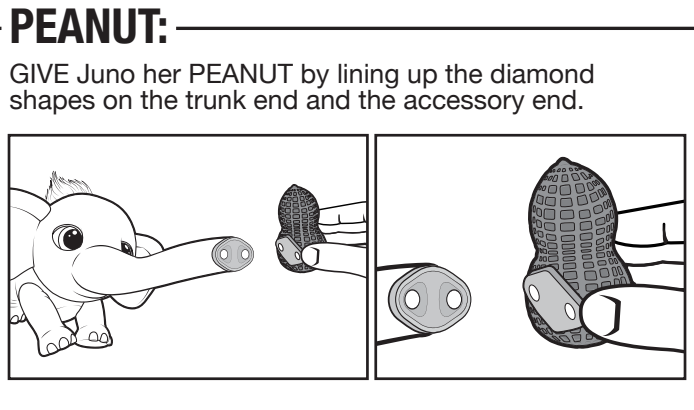
GAMES

PRESS Juno's BACK BUTTON, while she is HOLDING her MOUSE and she will enter GAMES. The more you play with her, the more games she will reveal.

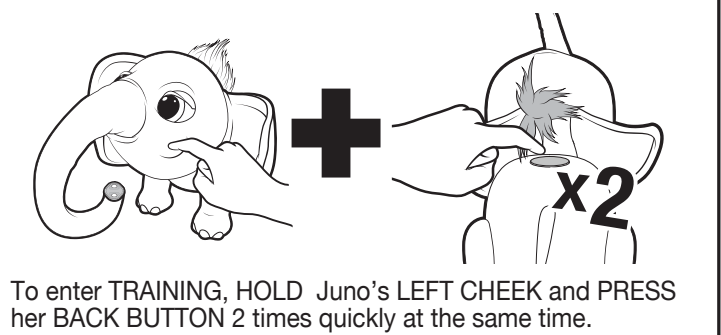
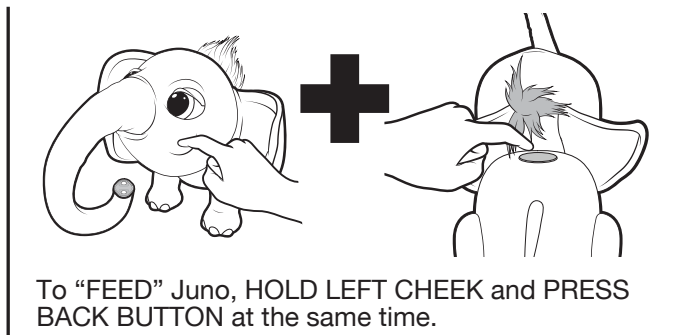
She will eventually play the following games:



PEANUT

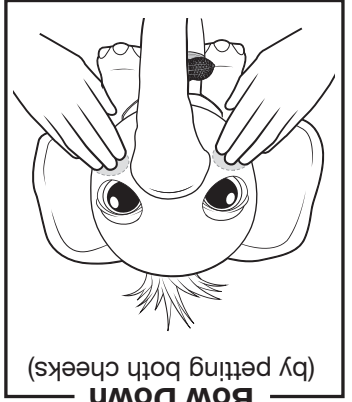
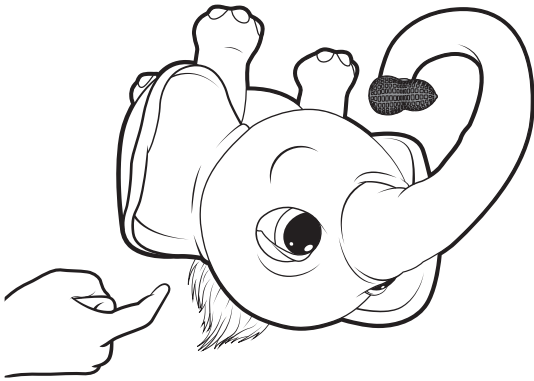


IF YOU LOSE HER PEANUT: you can still FEED her and TRAIN her.

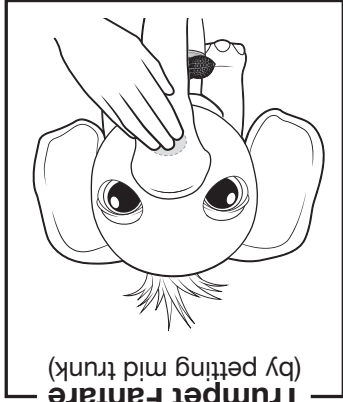


PRESS Juno's BACK BUTTON, while she is holding her PEANUT and she will enter TRAINING. The more you play with her, the more tricks she will reveal.

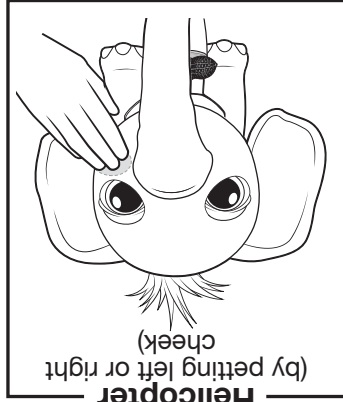
She will eventually do the following tricks:



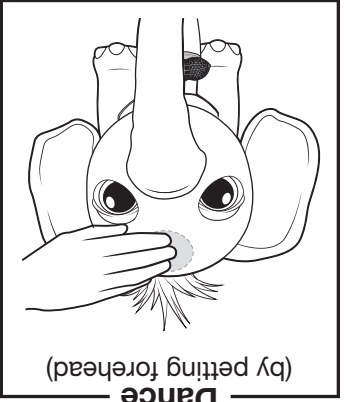
Bow Down (by petting both cheeks)



Trumpet Fanfare (by petting mid trunk)



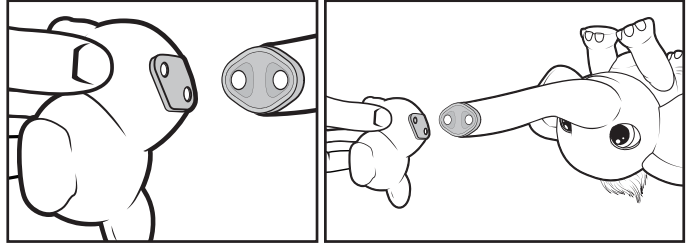
Helicopter (by petting left or right cheek)



Dance (by petting forehead)

MOUSE

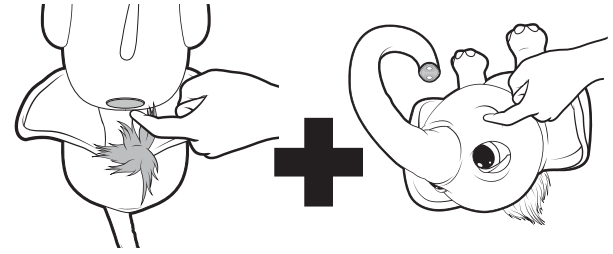
MOUSE:



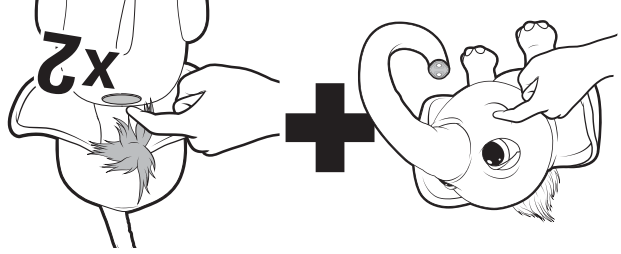
GIVE Juno her MOUSE by lining up the diamond shapes on the trunk end and the accessory end.

FEED AND TRAIN: GIVE Juno her MOUSE and she will make sweet responses. PRESS Juno's BACK BUTTON while she is holding her MOUSE and she will enter GAMES.

IF YOU LOSE HER MOUSE:



To "GIVE" Juno her MOUSE, HOLD RIGHT CHEEK and PRESS BACK BUTTON at the same time.



To enter GAMES, HOLD Juno's RIGHT CHEEK and PRESS her BACK BUTTON 2 times quickly at the same time.