



Twist & Shout

Dear Parent,

We at LeapFrog know that you are your child's most important teacher. Our goal is to help you build an environment for your child that is rich in experiences—one that encourages discovery and fosters learning success.

Twist & Shout™ Multiplication teaches children how to combine numbers through multiplication, while indirectly introducing them to division. Twist & Shout Multiplication also helps to develop reasoning, logic and problem solving skills.

Children learn math equations and numbers tables most easily when they are presented in order: one number set at a time. That learning process is what makes Twist & Shout Multiplication such a powerful product. Catchy music adds a reinforcing rhythm to aid memorization and enhance the fun! Presented as a game, learning the times tables can be engaging – even a blast!

LeapFrog® learning toys are designed to grow alongside your child through each stage of development. All are made with the same playful spirit that promotes a lifelong love of learning. For additional information on how to make learning fun and effective, visit our Web site (www.leapfrog.com), where you'll find tips from parents and educators. We hope you'll join us there.

Sincerely,

Mike Wood

President

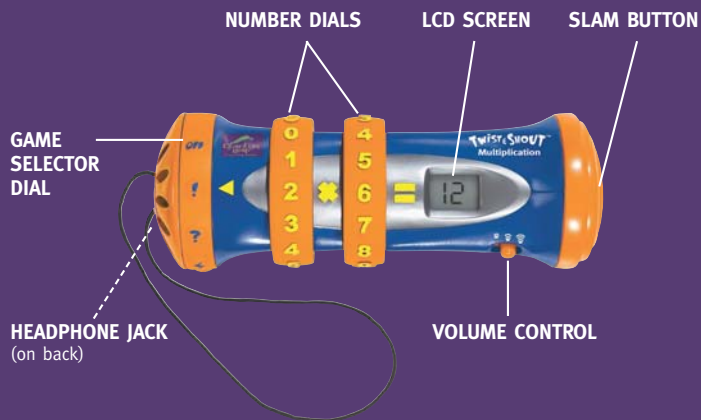
LeapFrog Enterprises, Inc.



Makes Learning Math Fun!

Parent Guide & Instructions

www.leapfrog.com



Care and Maintenance:

- Keep away from food and beverages.
- Clean with a slightly damp cloth. Never submerge Twist & Shout Addition in water.
- Remove batteries for prolonged storage.
- Avoid extreme temperatures.



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 6 years & up



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 8 years & up



Instructions for Play

Ready, Set, Hit It! Twist & Shout™ Multiplication is ready to play when you twist the game dial to any game mode.

1. Math Master!

- Twist the game dial to 
- Turn the two Number Dials, and select one number on each side of the “x” sign.
- Hit the Slam button! Twist & Shout Multiplication says your equation and its answer to music!
- The answer also appears on the solution screen.


2. Learn the times tables!

- Twist the game dial to 
- Turn the left (or right) Number Dial to a number – 5, for example.
- Turn the other Number Dial to , and hit the Slam button!
- Each time you hit the Slam button, Twist & Shout Multiplication will say and solve each equation in sequential order ... “5 x 0 is 0” ... “5 x 1 is 5” ... all the way through “5 x 12 is 60.”



Quiz Time – Twist & Shout Multiplication keeps score!

For each of the following quiz games, Twist & Shout Multiplication keeps track of how many equations you've solved correctly – and congratulates you every time you answer 5 questions correctly!



3. Quiz Time!



- Twist the game dial to 
- Choose two numbers to multiply together. Turn the Number Dials so your numbers appear on either side of the “x” sign.
- Hit the Slam button. Twist & Shout Multiplication says your equation, then gives you three possible answers!
- When you hear the right answer – Hit the Slam button! If you're right, Twist & Shout Multiplication lets you know; if you're wrong, try again. If you answer incorrectly a second time, Twist & Shout Multiplication says the correct answer.

4. Quiz yourself on the times tables!


- Twist the game dial to 
- Turn the left (or right) Number Dial to the number set you want to practice – 5, for example.
- Turn the other Number Dial to , and hit the Slam button!
- Twist & Shout Multiplication will quiz you on 5 x 0 through 5 x 12! After you correctly answer an equation, hit the Slam button for the next problem.

5. Lightening Quiz – introduces division concepts!



- Twist the game dial to 
- Turn the left (or right) Number Dial to 
- Turn the other Number Dial to any number – 4, for example. Hit the Slam button!

- Twist & Shout™ Multiplication provides an equation using one dial and the Solution Screen. It then asks you what the  must equal to solve the equation. For example: What x $4 = 8$?
- Turn the Number Dial so that the correct answer (“2”) replaces the , then hit the Slam button. If you're right, Twist & Shout Multiplication lets you know; if you're wrong, try again! If you answer incorrectly a second time, Twist & Shout Multiplication will give you the correct answer.

6. Extra Credit!

- Turn both Number Dials so that  is on both sides of the “x” for a “Super Random Equation.” For example: What x What = 12?
- Turn the Number Dials to complete the equation, and hit the Slam button to see if you're right.

7. Time Bender!

- Turn the game dial to  and the number dials to 
- Twist & Shout Multiplication challenges you to answer as many equations as you can within 90 seconds.
- Twist and Shout Multiplication will say the equation and give you 3 multiple-choice answers.
- When you hear the correct answer, hit the Slam button! If you're right, Twist & Shout Multiplication lets you know and you earn a point. Twist & Shout Multiplication then moves on to the next equation. If you're wrong, Twist & Shout Multiplication will say and display the correct answer and then moves on to the next equation.
- At the end of 90 seconds, Twist & Shout will signal that your game has ended and congratulate you on how many equations you answered correctly.

Volume Control:

- Slide the switch to change the sound level to High, Medium, or Low.

Headphone Jack:

- For quiet play, connect a set of headphones. Use the volume control to adjust the sound level.

Warning: Headphone wires can be dangerous to small children. Headphones should only be used under adult supervision.

Automatic Shut-off:

When you are done playing, twist the game dial to OFF. Otherwise, Twist & Shout Multiplication will automatically turn itself off if it hasn't been used for 18 seconds. To turn Twist & Shout Multiplication back on, press the Slam button.

Battery Information:

Requires 3 AAA (called LR03 in some countries) alkaline batteries. Batteries included are for in-store demonstration and should be replaced to improve performance.

Battery Safety:

- Batteries are small objects. Replacement of batteries must be done by adults.
 - Follow the polarity (+/-) diagram in the battery compartment.
 - Promptly remove dead batteries from the toy.
- Download from www.Somanuals.com. All Manuals Search And Download.

- Dispose of used batteries properly.
- Only batteries of the same or equivalent type as recommended are to be used.
- DO NOT incinerate used batteries.
- 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).
- DO NOT use rechargeable batteries.
- DO NOT recharge non-rechargeable batteries.
- DO NOT short-circuit the supply terminals.

Battery Installation:

1. Requires 3 AAA (called LR03 in some countries) alkaline batteries.
2. Open the battery door with a screwdriver.
3. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
4. Replace battery door securely.

Troubleshooting	
Symptom	Try This
Toy does not turn on or does not respond	<ul style="list-style-type: none"> • Make sure batteries are correctly installed • Make sure battery cover is securely attached • Remove batteries and put them back in • Clean battery contacts with rubbing alcohol • Install new batteries
Toy makes strange sounds or behaves erratically	<ul style="list-style-type: none"> • Install new batteries
Toy makes improper responses	<ul style="list-style-type: none"> • Install new batteries
Display stops working	<ul style="list-style-type: none"> • Install new batteries

Consumer Service contact:

Please visit our Consumer Support Web site at <http://www.leapfrog.com/support>, 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)
 Hours: Monday through Friday, 5:00 AM to 7:00 PM and
 Saturday 7:00 AM to 4:00 PM, Pacific time.

U.K. Office:

E-mail: info@leapfrog.uk.net
 Tel: 0800 169 5435
 Eire: 00 44 1702 200244
 Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT:

Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

WARNING:

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

Note:

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 a Class B digital device pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference to radio communications. Because this toy generates, uses, and can radiate radio frequency energy, there can be no guarantee that interference will not occur. 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

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of three months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the three-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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U.S. Patent Nos. 6,142,784 and D427,637
 Patent Pending

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