

**Fisher-Price®**

DKT39



**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·pillar™**



## CONSUMER ASSISTANCE

1-800-432-5437 (US & Canada)  
1300 135 312 (Australia)



[service.fisher-price.com](http://service.fisher-price.com)

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052.  
Hearing-impaired consumers: 1-800-382-7470.

### Outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,  
Mississauga, Ontario L5R 3W2; [www.service.mattel.com](http://www.service.mattel.com).

Great Britain: Mattel UK Ltd, Vanwall Business Park,  
Maidenhead SL6 4UB. Helpline: 01628 500303.  
[www.service.mattel.com/uk](http://www.service.mattel.com/uk)

Mattel Europa B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

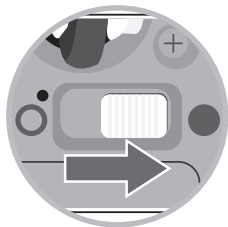
Australia: Mattel Australia Pty. Ltd., 658 Church Street,  
Locked Bag #870, Richmond, Victoria 3121 Australia.

New Zealand: 16-18 William Pickering Drive,  
Albany 1331, Auckland.

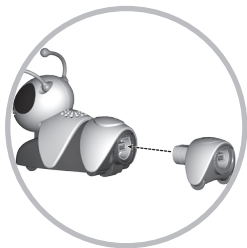


Protect the environment by not disposing of this product with household waste (2012/19/EU). Check your local authority for recycling advice and facilities.

# 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!



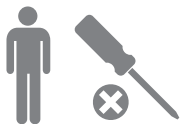
- Press the GO! button . Just a few seconds ... Code-a-pillar needs time to process your request. Watch his pieces light up as he maps out the path you created. Once he knows the plan, off he goes!

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

# 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.

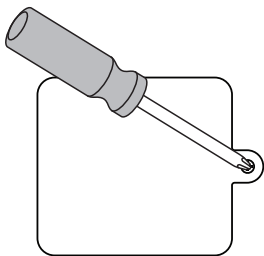


Wipe toy with a clean, damp cloth. Do not immerse. This toy has no consumer serviceable parts. Do not take apart.



See Code-a-pillar™ in action at [fisher-price.com/thinkandlearn](http://fisher-price.com/thinkandlearn)

# Battery Replacement



- 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.

- 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.

## 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.

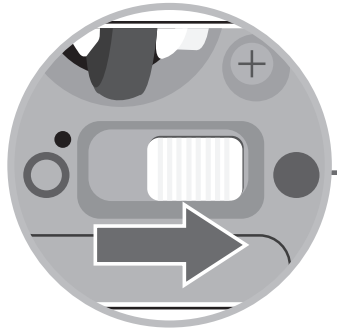
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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

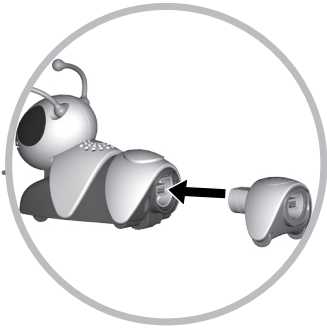
Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

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!

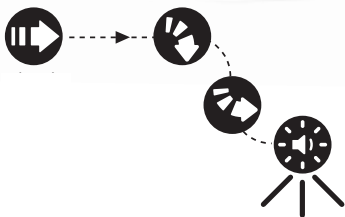
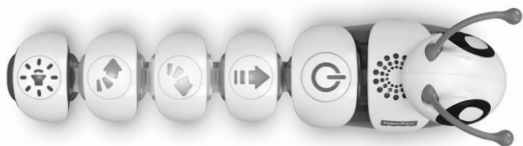


When he stops, press his head and he will respond in his own "code".

## 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 segment piece does not light up when you attach it to Code-a-pillar, it may not be fully connected. Push the piece to make sure it's connected.
- If Code-a-pillar moves slowly, the wheels may be dirty. Wipe them with a clean cloth.
- Oops! Code-a-pillar ran into something or you pressed his head. Clear the path for him and/or press the GO! button ⏻. He will resume the same path where he left off!
- Code-a-pillar segment pieces are what make him go! If there are no pieces connected, and you press the GO! button ⏻, his eyes blink and he will make a sound.
- Connect the segment pieces 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 & go! Expansion kits sold separately and subject to availability. Code-a-pillar will not recognize more than 15 pieces at a time. If Code-a-pillar does not respond, try removing some pieces and try again!

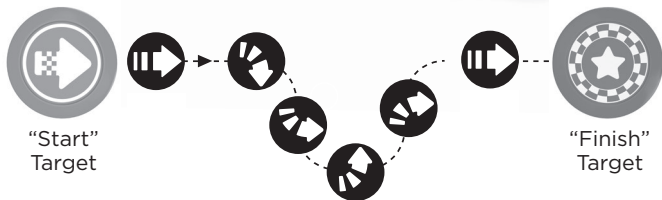
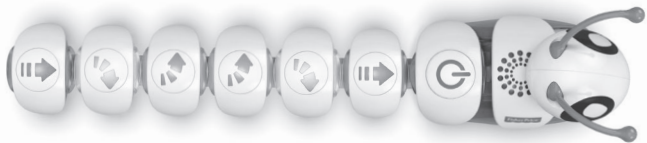
# GO!




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- 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.

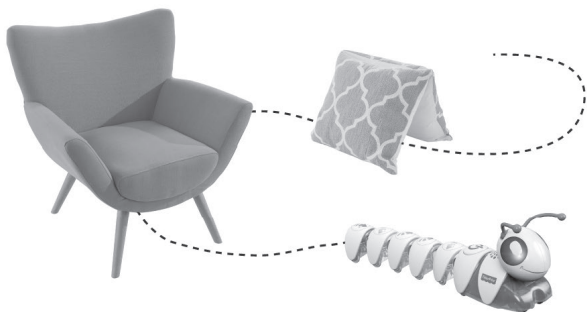


# SOLVE!



- 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!



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- 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!