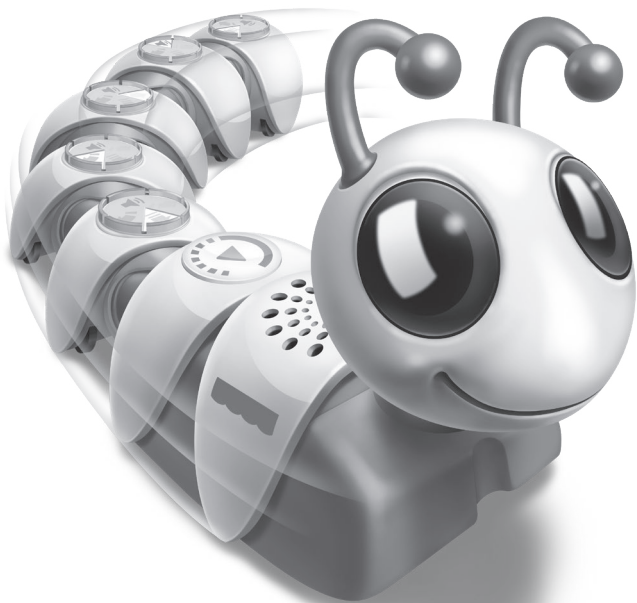


Fisher-Price®

GFP25



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

Code·a·pillar Twist™



UNITED STATES: 1-800-432-5437.

Fisher-Price, Inc., 636 Girard Avenue,
East Aurora, NY 14052.

GREAT BRITAIN: Mattel UK Ltd,
Vanwall Business Park, Maidenhead
SL6 4UB. Helpline: 01628 500303;
www.service.mattel.com/uk.

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

CANADA: 1-800-432-5437.

Mattel Canada Inc., 6155 Freemont
Blvd., Mississauga, Ontario L5R 3W2.

AUSTRALIA: Mattel Australia Pty. Ltd.,
658 Church Street, Locked Bag #870,
Richmond, Victoria 3121 Australia.
Consumer Advisory Service
1300 135 312.

NEW ZEALAND: 16-18 William
Pickering Drive, Albany 1331, Auckland.

ASIA: Mattel East Asia Ltd., Room
503-09, North Tower, World Finance
Centre, Harbour City, Tsimshatsui, HK,
China. Tel.: (852) 3185-6500.

MALAYSIA: Diimport & Diedarkan
Oleh: Mattel Southeast Asia Pte. Ltd.,
No 19-1, Tower 3 Avenue 7, Bangsar
South City, No 8, Jalan Kerinchi,
59200 Kuala Lumpur, Malaysia.
Tel: 03-33419052.

SOUTH AFRICA: Mattel South Africa
(PTY) LTD, Office 102 I3, 30 Melrose
Boulevard, Johannesburg 2196.

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.

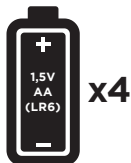
NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful 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.

BEFORE YOU BEGIN



Requires four AA (LR6) **alkaline** batteries (not included). For longer battery life, use **alkaline** batteries.



Tool required to install batteries: Phillips screwdriver (not included).



Wipe toy with a clean, damp cloth.
Do not immerse.



Protect the environment by not disposing of this product or any batteries with household waste. This symbol indicates that this product shall not be treated as household waste. Check your local authority for recycling advice and facilities.

INSTALL BATTERIES



- Loosen the screw in the battery compartment door and remove the door.
- 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/volume switch off and back on.
- When sounds/lights/motion become faint, slow or stop, it's time for an adult to change the batteries.

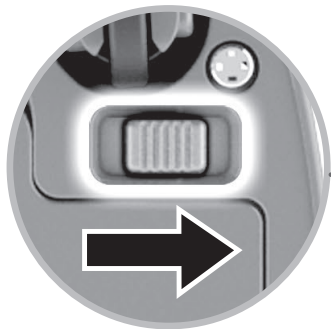
Battery Safety Information




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.
- Insert batteries as indicated inside the battery compartment (+ and -).
- 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.

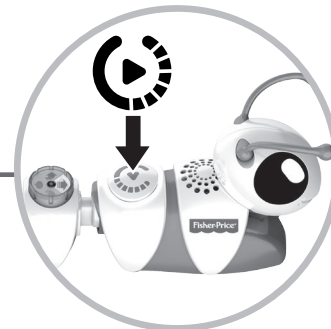
SEND CODE-A-PILLAR TWIST™ ON A FUN MISSION!



Slide the power-volume switch to ON with low volume , ON with high volume , or OFF  when finished playing.



Twist each of the five dials to choose a direction, music, or fun sound effect.



Press the GO! button.



Watch him light up as he maps the plan you “programmed”.



Off he goes!



When he stops, it's time to celebrate! Dance together to his “code” song.

TIPS & HINTS

- If Code-a-Pillar Twist™ moves slowly, the wheels may be dirty. Wipe them with a clean cloth.
- For best performance, use Code-a-Pillar Twist on hard, flat surfaces. We do not recommend using this toy on carpets.
- When used on flat surfaces, you can expect up to 4 hours of continuous play with each fresh set of batteries.
- Code-a-Pillar Twist lets you know when he's too tired to play. Listen for a special sound effect just before his light turns red and fades off. Now is the time to ask an adult to change his batteries.

MISSION GUIDE



Turn Left



Move Straight
Forward



Turn Right



Music



Eating
Sounds



Chat

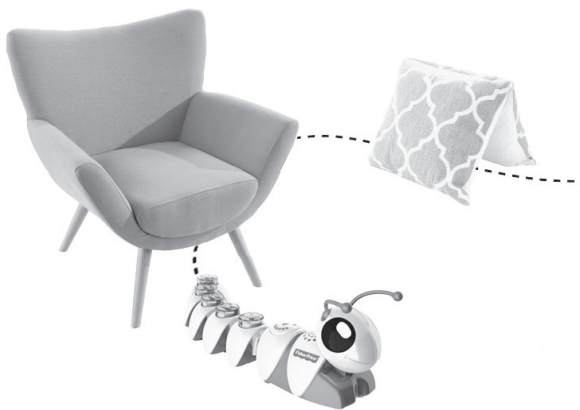


Animal Sounds



Music & Sleeping
Sounds

HERE'S A FUN TWIST!



- Turn any room into an obstacle course!
- Twist the dials to create a code that sends Code-a-Pillar Twist™ under a table or around a chair.
- Or, draw a map and see if you can get Code-a-Pillar Twist to follow it!