

**BIRTH+**  
08662

**PLAYSKOOL**<sup>®</sup>

Made  
for **Me**

## 2-in-1 Infant Gym

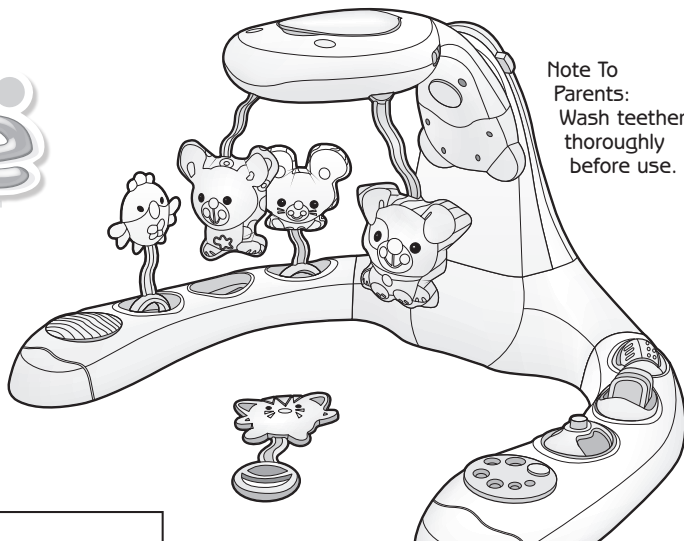
Thank you for choosing  
this PLAYSKOOL product!



### CAUTION:

NEVER leave child unattended. To avoid injury and to prevent possible strangulation and entanglement injury, NEVER place gym in crib or playpen. NEVER add strings, ties or other products to gym. Remove gym from the children's environment when they begin to stand up.

**Adult Assembly Required.**  
Phillips/cross head screwdriver (not included) needed for assembly.



Note To  
Parents:  
Wash teether  
thoroughly  
before use.



### CAUTION:

This product contains small parts which are necessary for assembly. Prior to and during assembly of this product, keep small parts out of children's reach. Small parts pose a choking hazard to children under 3 years.

Please keep this instructions booklet for future reference, as it contains important information for using your MADE FOR ME 2-IN-1 INFANT GYM.

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### **x4 BATTERIES REQUIRED** 1.5V AAA or R03 size **NOT INCLUDED**

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

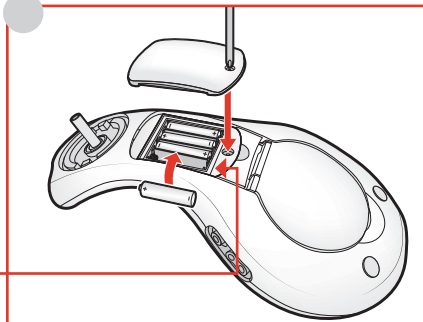
When using the Gym without the MADE FOR ME MP3 UNIT (sold separately), one battery may be removed. See illustration for location of this battery.

To begin using this product, you must first install the batteries.

## TO INSTALL BATTERIES

Using a Phillips/cross head screwdriver (not included), loosen screw in battery compartment cover (screw stays attached to cover). Insert 4 x 1.5V "AAA" or R03 size batteries (not included). Alkaline batteries recommended. Replace cover and tighten screw.

MP3 Unit battery location



## CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturer's instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

## IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.

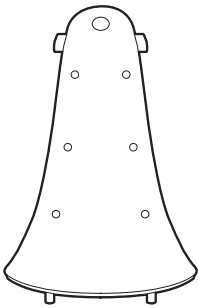
Batteries should be replaced by an adult.

## CAUTION:

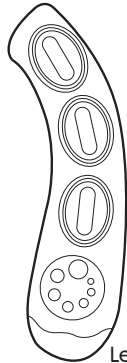
1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

# ▶ PRODUCT ASSEMBLY

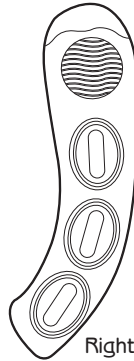
First, make sure you have all the parts. If any piece is missing, please call 1-800-PLAYSKL.



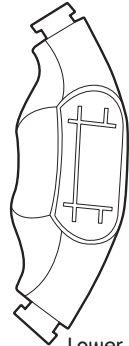
Upper Base



Left Arm



Right Arm



Lower Base



Neck Insert



Roller Barrel

3 pod toys

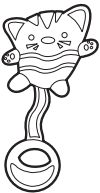


Flip Pages

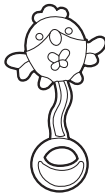


Spinner

3 Playsicles™ toys



Teether (kitty)



Rattle (chicken)



Squeaker (mouse)

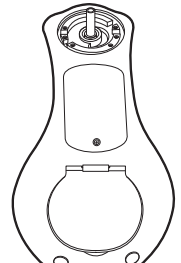
2 soft play toys\*



Puppy



Bunny



Neck



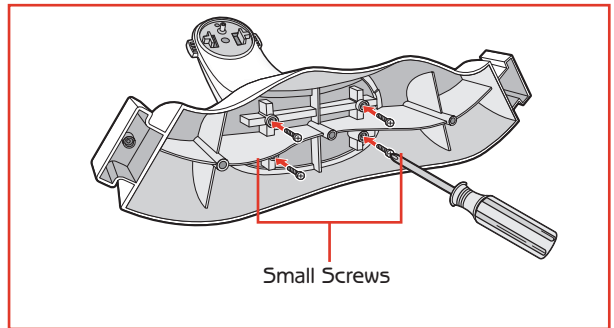
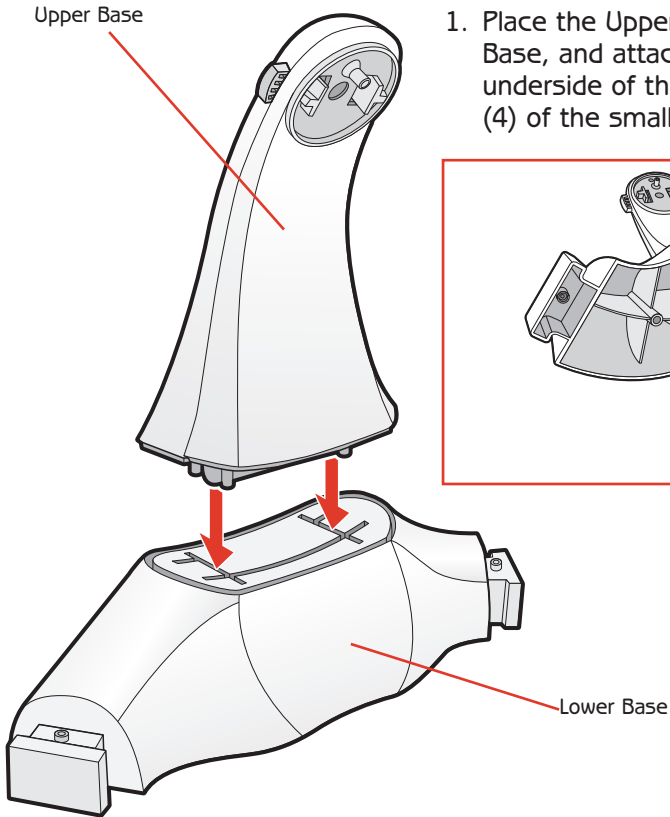
1 large screw  
6 small screws

\* Once you insert these two items into the product, they cannot be removed.

**NOTE**

You will need a Phillips/cross head screwdriver (not included). Tighten all screws securely.

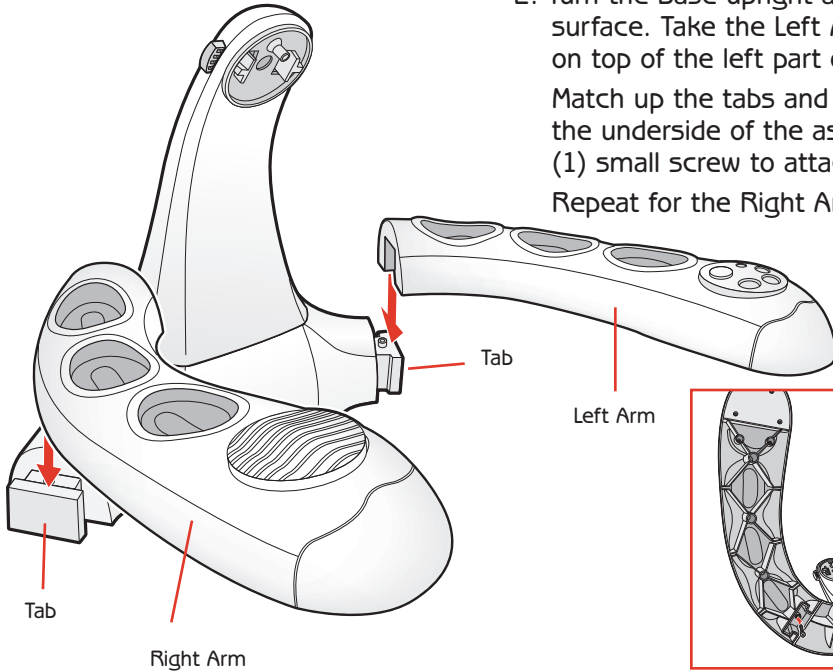
1. Place the Upper Base on top of the Lower Base, and attach to fit, as shown. On the underside of the assembled Base, use four (4) of the small screws to secure.



2. Turn the Base upright and lay it flat on a surface. Take the Left Arm and attach it on top of the left part of assembly.

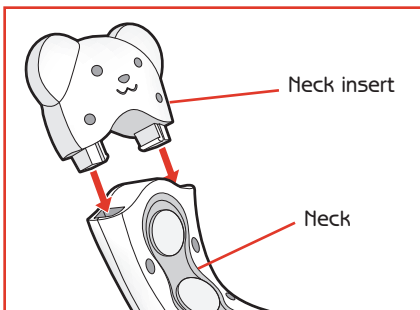
Match up the tabs and press down. On the underside of the assembly, use one (1) small screw to attach and secure.

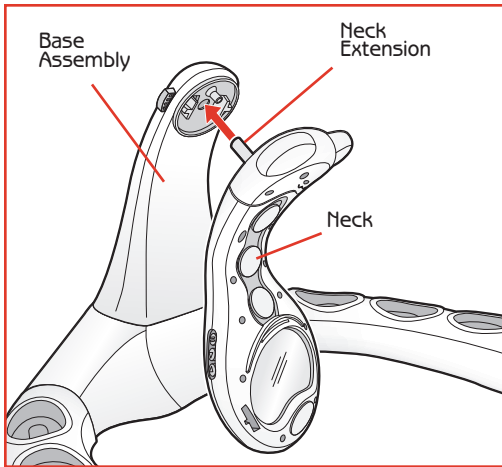
Repeat for the Right Arm.



3. Take the Neck Insert and attach it to the Neck, as shown.

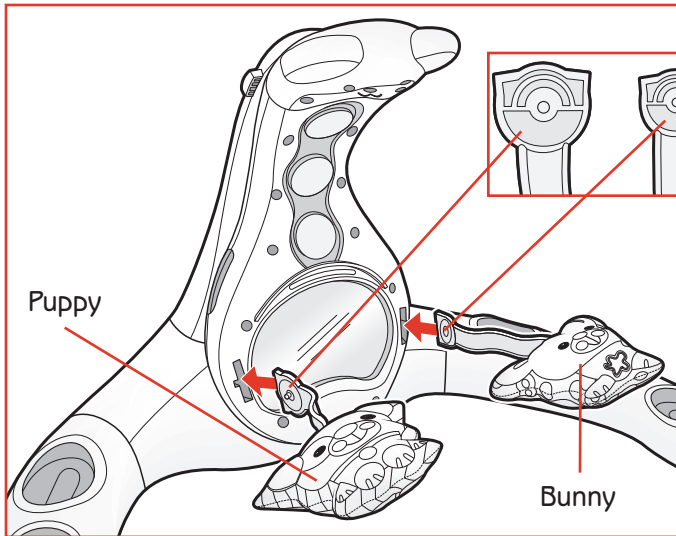
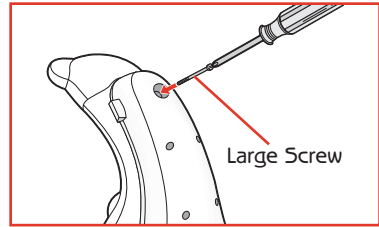
Snap the Neck Insert into place: you do not need to screw it in.





4. Take the Neck and insert its extension into the hole in the Base assembly, as shown.

Then, holding the Neck in place, use one (1) large screw to secure the Neck.



5. While the Neck is still in the down position, insert the two (2) soft play toys. As you face the assembly, insert the Bunny on the right side, and insert the Puppy on the left side. Once inserted, these soft play toys cannot be removed.

**You're ready to enjoy your  
2-IN-1 INFANT GYM!**

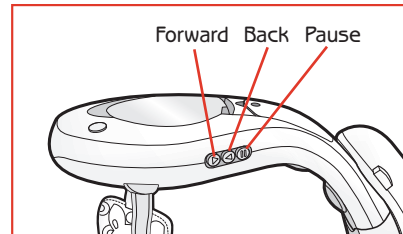
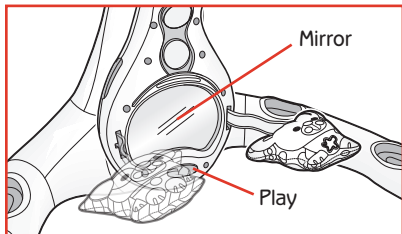
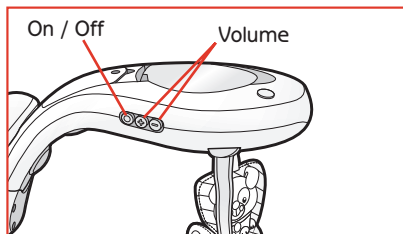
## ▶ HOW TO PLAY

Compartment for  
MADE FOR ME MP3  
UNIT  
(sold separately)

Play  
toys (2)

Slots (6)

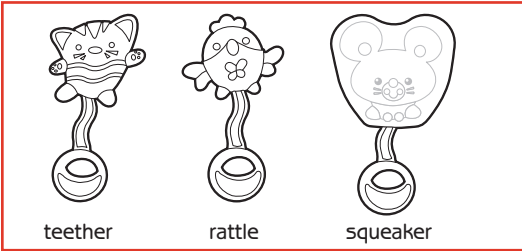
1. To start a song, push the Play button. The gym will play through one song and then stop. The volume control is on the side of the Neck.
2. Use the Next and Back buttons to toggle between song selections. If you press the Play button while a song is playing, you will advance to the next song.
3. To hear a playful sound effect, move either of the soft play toys. If the play toys are pushed while a song is playing, you will hear a sound effect and then the next song will start to play.
4. To stop or pause the song, press the Pause button; then, to restart the music, press the Play button again. You may also stop the music by turning the product off.



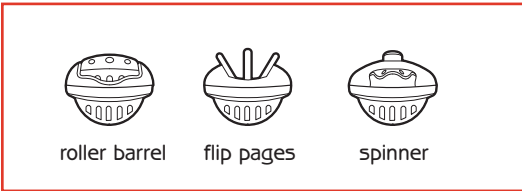


## Customizable Activities

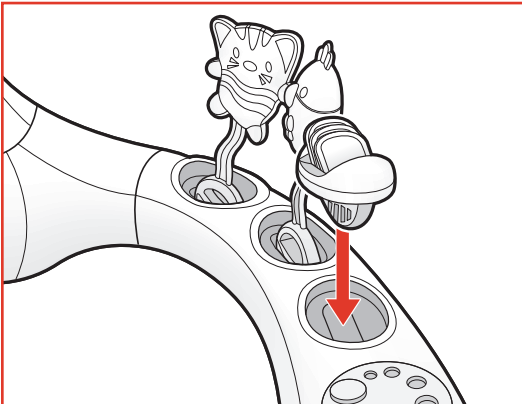
The 2-IN-1 INFANT GYM is designed to meet the unique developmental needs and preferences of your child.



The gym comes with three (3) PLAYSICLE™ toys, which may be inserted into and taken out of any of the slots. The mouse squeaks; the chicken rattles; and the kitty is a teether.



The gym also comes with three (3) pod toys – a Roller Barrel, Flip Pages, and a Spinner – which also may be inserted into and taken out of any of the slots.

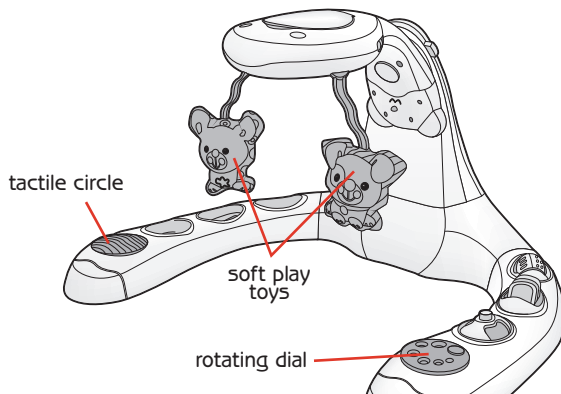


The 2-IN-1 INFANT GYM was designed to meet the unique developmental needs and preferences of your child, so for different levels and kinds of stimulation, insert the PLAYSICLE toys and pod toys into the slots as you wish, mixing and matching! Both the PLAYSICLE toys and pod toys are easy for your child to take out and put back in again.

## Additional Activities

Two additional activities are built into the Arms of the gym: a tactile circle that squeaks when pressed and a rotating dial. (These are not removable.)

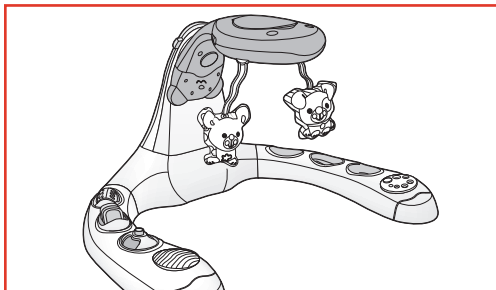
Bat at the two (2) soft play toys hanging from the Neck to activate sound effects! (These play toys are not removable.) See “How to Play” on page 7.



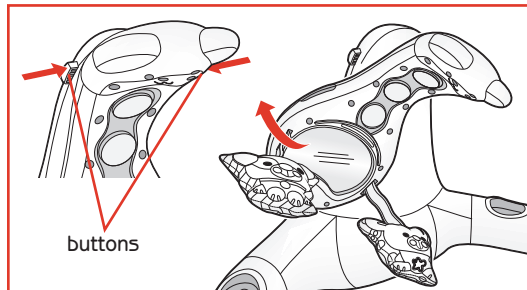
## Conversion

**The 2-IN-1 INFANT GYM easily converts from a gym to a tummy time or play pit toy!**

**NOTE:** When the neck is in the locked position the word “LOCKED” will be visible on the side of both buttons. Check for both words each time you lock the neck into position.



For traditional gym play with babies, position the Neck up, as shown; for tummy time or play pit fun, rotate the Neck down.



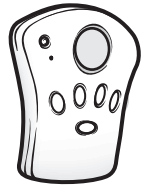
To rotate the Neck, press and hold the buttons on either side of the Neck; then rotate the Neck until it clicks into place.

**The gym changes with your child's play needs as he grows!**

## ▶ ENHANCING THE PLAY

The MADE FOR ME 2-IN-1 INFANT GYM is compatible with the MADE FOR ME MP3 UNIT (sold separately).

The MP3 unit is sold separately online at [www.hasbrotoyshop.com](http://www.hasbrotoyshop.com) and is also sold with the MADE FOR ME MP3 MUSIC PLAYER (sold separately).



When you insert the MADE FOR ME MP3 UNIT (sold separately) into the 2-IN-1 INFANT GYM, you can:

- Load up to 2 hours of music
- Create your own MP3 playlists, from your CDs or from music online
- Record your own voice
- Choose one of four playlists — or shuffle
- Change the length of play settings

### NOTE

When using the Gym with the MADE FOR ME MP3 UNIT (sold separately), all four batteries must be installed. See illustration on p. 1 for correct battery installation.

For instructions on the use of the MADE FOR ME MP3 UNIT (sold separately), reference the instructions included with the MADE FOR ME MP3 MUSIC PLAYER or the MADE FOR ME MP3 UNIT (each sold separately), or go to [www.playskool.com/madeforme](http://www.playskool.com/madeforme) to access instructions online.

**Look for other MADE FOR ME products: the MADE FOR ME MP3 UNIT, the MADE FOR ME DAY-TO-DREAM SOOTHER, and the MADE FOR ME MP3 MUSIC PLAYER (each sold separately). Or go to [www.playskool.com/madeforme](http://www.playskool.com/madeforme) for more information.**

#### 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 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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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