FCC RULES FOR A CLASS B DIGITAL DEVICE

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.

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® denotes Reg. U.S. Pat. & TM Office.

MADE IN CHINA.

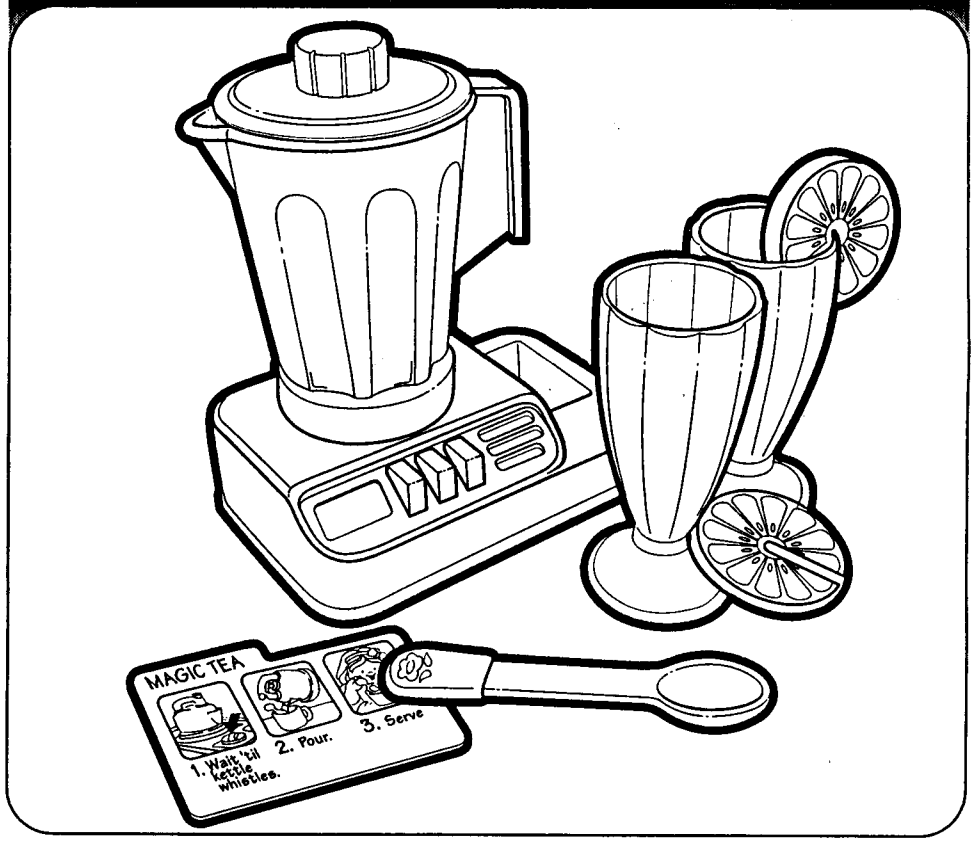
768/767 Asst. P/N 46796700

Ages 2 & Up

PLAYSKOOL® Cook 'n Play® Blender

Thank you for purchasing the Playskool® Cook 'n Play® Blender!

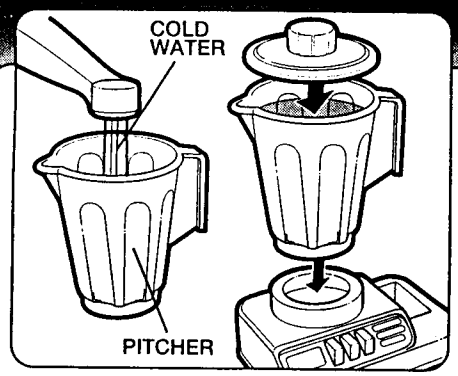
INSTRUCTIONS

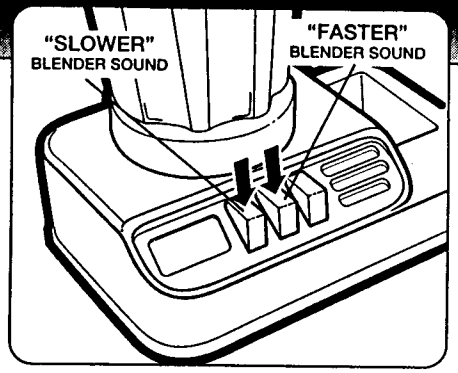


Includes: Blender with pitcher and lid, 2 color-change glasses, 2 "lemon slices," stirring spoon and recipe card. Also includes 2 installed "AA" batteries. Phillips screwdriver needed to replace batteries (not included).

Questions? Call: 1-800-PLAYSKL™

ACTIVATING ELECTRONIC SOUNDS:

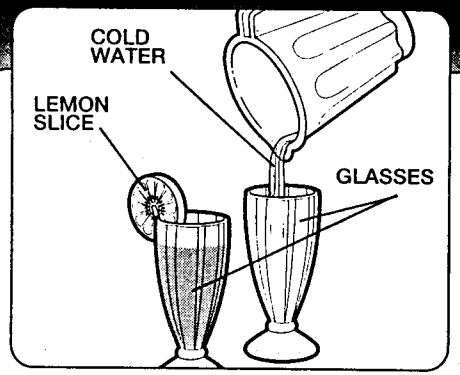


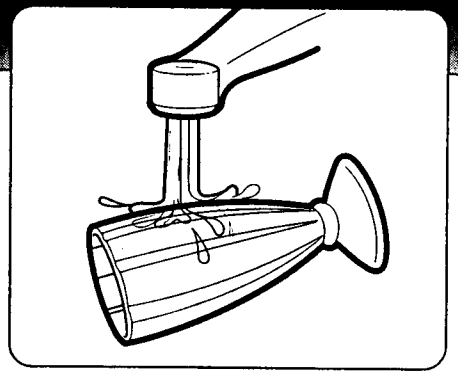


1. The Cook 'n Play Blender features 2 electronic sounds for 2 different blender "speeds." Fill the pitcher with cold or refrigerated water. Place the lid on the pitcher, then place the pitcher into its slot on blender as shown.

2. Press the left button, and it will produce the "slower" blender sound. The middle button will produce the "faster" blender sound.

COLOR-CHANGE GLASSES:

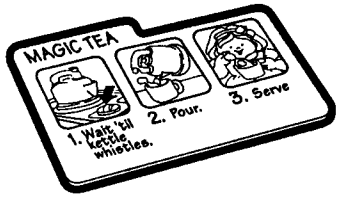




3. Pour the cold water from the pitcher into the 2 glasses, and the glasses magically change color to make the water look like a frozen fruit drink! Then, add a "lemon slice" to each of the glasses, stir the water with the stirring spoon, and you've made a delicious-looking pretend parfait!

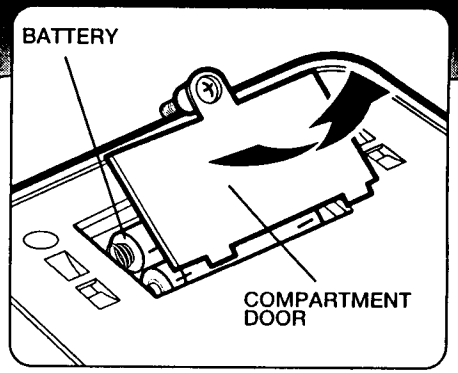
4. To make the color disappear again from the glasses, you can empty the glasses and run warm water over them, or they will gradually go back to their original color as they return to room temperature.

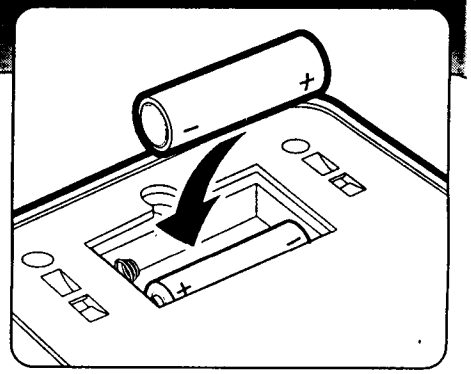
RECIPE CARD:



5. The cut-out recipe card also illustrates the play pattern. All Cook 'n Play Sets are designed for use with the Playskool® Cook 'n Play® Kitchen Center. The recipe card in this set fits right into the recipe card holder of the Kitchen Center.

REPLACING THE BATTERIES:





6. The Cook 'n Play Blender comes equipped with 2 "AA" batteries. The battery compartment is located on the bottom of the blender. When the original batteries are exhausted, use a Phillips screwdriver to loosen the screw that secures the battery compartment door. Loosen (but do not remove) the screw, and remove the door.

7. Insert 2 new "AA" batteries into the compartment, following direction indicators inside compartment. Replace door and re-fasten with the screwdriver.

CAUTION: TO AVOID BATTERY LEAKAGE:

1. Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions.
2. Do not mix old and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
3. Always remove exhausted or dead batteries from the product.
4. Remove batteries if product is stored for a long period of time