



Instructions for:

Tubby Go-Round™ Walker

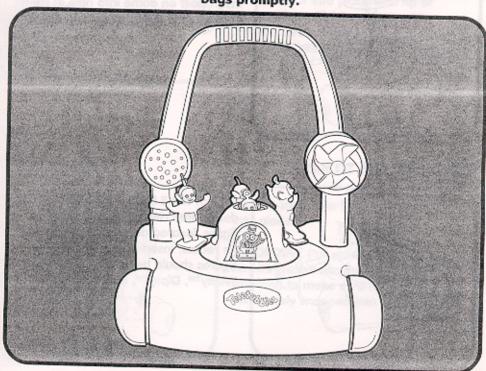
Adult assembly and Phillips screwdriver required.

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 choke hazard to children under 3 years.

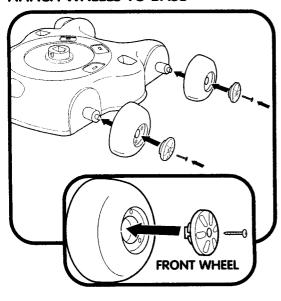
If child cannot walk independently, do not leave him/her unattended when playing with walker.

Includes: base, 2 front wheels, 2 back wheels, 4 wheel hubs, 3 Teletubbies™ characters, Tubbytronic Superdome™ with Po™ and the Noo-noo™, handle, voice trumpet, windmill, screws, gold washer screw, and label sheet.

After removing pieces from the plastic bags, please discard the bags promptly.



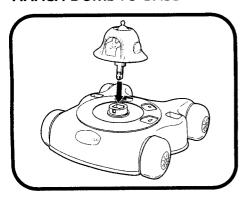
ATTACH WHEELS TO BASE



IMPORTANT: FRONT WHEELS HAVE RIBS INSIDE HOLE AND 3 HOLES ON RIM - BACK WHEELS HAVE NO RIBS OR HOLES ON THE RIM.

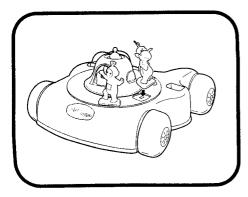
Attach front wheels first. Slide wheel onto axle. Insert wheel hub into wheel. Holding hub, turn wheel until ribs (on wheel) are aligned with slots (in hub), so that hub rests in wheel. Make sure ribs are in slots: if correctly aligned, you should not be able to turn wheel while holding hub. Insert screw into wheel hub and tighten with a Phillips screwdriver. Attach remaining front wheel. Next, attach back wheels.

ATTACH DOME TO BASE



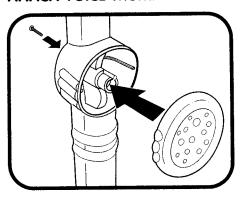
Dome attaches only one way to base. Align dome in proper position, and insert post on dome into hole in center of base until dome snaps into place.

ATTACH FIGURES TO BASE



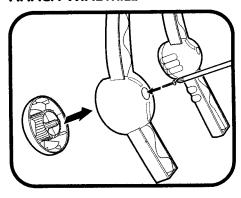
Each of the 3 figures fits into only one designated recess. Match name on figure (located on prong) with name on recess. Insert prong into slot. The figures should be in this order: Tinky WinkyTM, DipsyTM, and Laa-LaaTM.

ATTACH VOICE TRUMPET



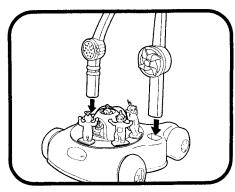
Voice trumpet attaches only one way. Align post and insert it into hole in handle (the side with ridges). Holding voice trumpet in place, insert screw into back of handle and tighten with a Phillips screwdriver.

ATTACH WINDMILL



Insert post on windmill into hole in handle. Holding windmill in place, turn handle so that back faces up. Insert gold washer screw into back of handle (you may have to drop screw into hole and move it into place with tip of screwdriver). Tighten screw with Phillips screwdriver. Make sure windmill turns freely after being attached.

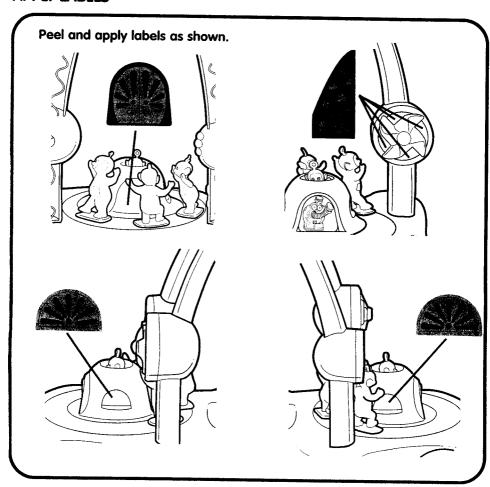
ATTACH HANDLE



Insert handle into base until it snaps into place.

IMPORTANT: Pull up on each side of handle (below windmill and voice trumpet) to make sure handle is completely snapped into place).

APPLY LABELS



Product and colors may vary.

TELETUBBIES characters and logo: TM & © 1998 Ragdoll Productions (UK) Ltd. and are used with permission. All rights reserved.

Licensed by The itsy bitsy Entertainment Company.

®, *TM and © 1998 Hasbro, Inc., Pawtucket, RI 02862 USA.

All Rights Reserved.

