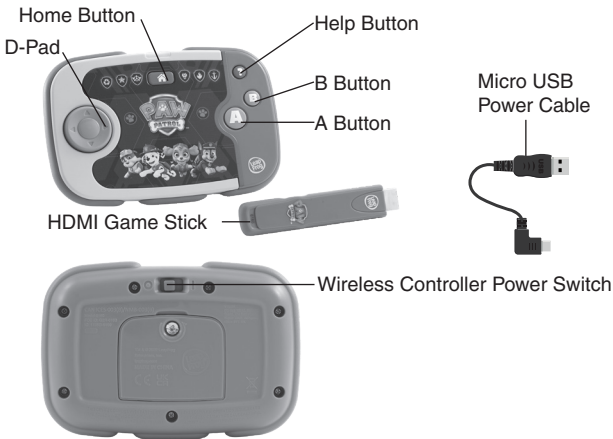# LeapFrog®

PAW PATROL™

TO THE RESCUE!

Instruction Manual

This guide contains important information. Please keep it for future reference.

IM-616000-000 US

INTRODUCTION

Thank you for purchasing the **PAW Patrol: To the Rescue!** learning video game! Go on missions with the PAW Patrol to save Adventure Bay and learn problem-solving skills along the way!

Home Button

Help Button

D-Pad

B Button

A Button

Micro USB Power Cable

HDMI Game Stick

Wireless Controller Power Switch

INCLUDED IN THE PACKAGE
- 1 wireless controller
- 1 HDMI game stick
- 1 micro USB power cable
- Quick Start Guide

WARNING
All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties and packaging screws are not part of this toy and should be discarded for your child's safety.

NOTE
Please save this Instruction Manual as it contains important information.

ATTENTION

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes et vis d'emballage. Ils ne font pas partie du jouet.
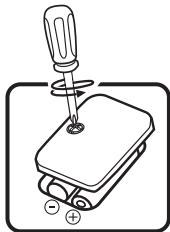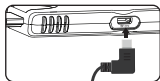
NOTE

Il est conseillé de sauvegarder ce manuel d'utilisation car il comporte des informations importantes.

GETTING STARTED

Initial Setup

1. Plug the USB B Connector end of the **Micro USB Power Cable** into the USB B port on the **HDMI Game Stick**.
2. Plug the **HDMI Game Stick** into an HDMI port on your television.
3. Plug the USB A Connector end of the **Micro USB Power cable** into a USB port on your television.
4. Make sure your television is set to display the same HDMI port that the **HDMI Game Stick** is plugged into.
5. Find the battery cover located on the back of the **Wireless Controller**, use a screwdriver to loosen the screw and then open the battery cover.*
6. Remove old batteries by pulling up on one end of each battery.
7. Install 2 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended.)
8. Replace the battery cover and tighten the screw to secure.
9. Turn the power switch on the device to On.
* To ensure proper connectivity, install batteries in the device after the **HDMI Game Stick** has been plugged into the television.

NOTE

The **HDMI Game Stick** is only compatible with television sets and is not compatible with computers or computer monitors.

⚠ **WARNING:**

Adult assembly required for battery installation.
Keep batteries out of reach of children.

⚠ **ATTENTION :**

Les piles ou accumulateurs doivent être installés par un adulte.
Tenir les piles ou accumulateurs hors de portée des enfants.

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- To save battery, turn off the controller when finished using it.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.
- Disposal of a battery into fire or a hot oven, or mechanically crushing or cutting of a battery, that can result in an explosion;
- Leaving a battery in an extremely high temperature surrounding environment that can result in an explosion or the leakage of flammable liquid or gas
- A battery subjected to extremely low air pressure that may result in an explosion or the leakage of flammable liquid or gas.

RECHARGEABLE BATTERIES

- Remove rechargeable batteries (if removable) from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

NOTE

If the **Wireless Controller** powers down or if the light fades out during play, please install a new set of batteries.

PRODUCT FEATURES

1. **D-Pad**
   - Press the **D-Pad** on the **Wireless Controller** to select an item on the Menu screen.
   - See Games section below for **D-Pad** usage in individual games.

2. **Home Button**
   - Press the **Home Button** on the **Wireless Controller** to quit a level, quit the game, or return to the previous Menu screen.

3. **Help Button**
   - Press the **Help Button** on the **Wireless Controller** to hear hints and tips on how to play the game or navigate the Menu screen.

4. **A Button**
   - Press the **A Button** on the **Wireless Controller** to select the highlighted objects on the Menu screen.
   - See Games section below for **A Button** usage in individual games.

5. **B Button**
   - Press the **B Button** on the **Wireless Controller** to return to the previous Menu screen.
   - See Games section below for **B Button** usage in individual games.

6. **Menu Screens**
   - The following Menu screens appear in the game.

   Profile Selection Screen
   - Create or delete a saved profile on the Save Selection screen.
   - If a saved file has been accidentally deleted, highlight a New save slot and press the following buttons on the Wireless Controller: Home + Home + Help + Help + B + B + Help + Home + B. This will recover the deleted file. This will also unlock all the missions in the game.

Game Mode Screen
- Play missions sequentially by selecting Missions, or individual curricular games in Quick Challenge mode.
- Select Grownups option to read about the learning curriculum featured in the product.

Mission Menu Screen
- Access the different missions from the Mission menu screen.
- The player will need to get one star in each game in a mission before the next mission is unlocked.

Game Menu Screen
- Select a pup's game within a specific mission.
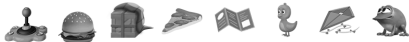- Stars earned during gameplay will display below each game's icon.

Quick Challenge Menu
- Access the games featuring learning curriculum by selecting one of the three icons on screen associated with each curricular game.

7. **Games**

   Chase
   - Press the **D-Pad** left and right to move the character.
   - Press the **A Button** to make the character jump.
   - Press the **A Button** a second time while the character is in the air to make the character double-jump.
   - Use the double-jump to reach higher platforms.
   - Find all the mission items in a level to complete the game. Mission items are pictured at the top of the screen.

Skye
- Press the **D-Pad** left, right, up, and down to move the character.
- Press the **A Button** to collect a mission item when hovering above it.
- Press the **B Button** to drop supplies on a target when in range.
- Follow the arrows on screen to the next mission item.

Marshall
- Press the **D-Pad** left, right, up, and down to move the character.
- Press the **A Button** when inside an action zone to complete a mission action.
- Press the **B Button** multiple times when next to a broken fire hydrant to fill the meter and fix it.
- Fixing hydrants adds time to the timer.

- Complete all the mission actions in a level before the timer runs out to complete the game. Mission actions are pictured at the top of the screen.

- Follow the arrows on screen to the next mission item.

Rubble
- Press the **D-Pad** left and right to highlight different Rubble dance poses.
- Press the **D-Pad** up and down to change the costume on Rubble.
- Press the **A Button** to select a highlighted image of Rubble as your answer.
- Match as many images of Rubble as possible to the silhouette options of Rubble on the screen before time runs out to get a high score.

Rocky/Tracker
- Press the **D-Pad** left and right to rotate the vehicle on screen until a broken part of the vehicle is highlighted. Press the **A Button** to select the part to fix.
- Then, press the **D-Pad** left and right to choose between answer shapes that match the shape of the broken part pictured on the vehicle. Press the **A Button** to confirm your choice.
- Press the **B Button** multiple times until the meter is full to complete the fix.

Zuma/Everest
- Press the **D-Pad** left, right, up, and down to move the character one space at a time.
- The crabs or penguins will move across the screen in between each turn the player takes.
- Press the **A Button** to jump up and down on the square the player is currently in. Time the jumps correctly to avoid crabs or penguins if necessary!
- Collect all the bags of Pup Treats on the screen to complete the game.

8. In-Game Items
The following in-game items appear throughout the game.

Pup Treats
- Players can collect Pup Treats in every mission.
- When a game in a mission is completed, stars are rewarded based on the total number of Pup Treats that they have collected.
- A game can be completed multiple times using a saved profile. Each completion will present the player with a new star score, but only the highest score will be saved.

Health
- In Chase and Skye's games, players can collect Health collectibles in every level.

- Health gives the playable character one heart of health.

9. Automatic Shut-Off
- To preserve battery life, the **Wireless Controller** will automatically go into sleep mode after approximately 1 minute without input. The unit can be turned on again by pressing the **D-Pad**, **Home Button**, **A Button**, or **B Button**.

10. Screen Saver Mode
- **PAW Patrol: To the Rescue! Learning Video Game** will automatically save and quit the current game, then go into Screen Saver mode after approximately 20 minutes without input. To exit Screen Saver mode, press the **D-Pad**, **Home Button**, **A Button**, or **B Button** on the **Wireless Controller**.

CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat sources.
3. Remove the batteries if the unit will not be in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.
5. Always keep the **Wireless Controller** and **HDMI Game Stick** away from water.
6. Examine the **Micro USB Power Cable** regularly, checking for damage to the cable, plugs and other parts. Do not use a third party adapter. Do not use the **Micro USB Power Cable** if there is any damage.

TROUBLESHOOTING

If you are unable to insert the **HDMI Game Stick** directly into the HDMI port on your television due to clearance issues, a third-party HDMI extension cable may be a good solution. A short HDMI extension cable can be purchased from major electronics retailers.

If for some reason the unit stops working or malfunctions, please follow these steps:

HDMI Game Stick

1. Interrupt the power supply by unplugging the USB A Connector end of the **Micro USB Power Cable** from the USB port on your television.
2. Unplug the **HDMI Game Stick** from the HDMI port on your television.
3. Wait for 10 Seconds, then plug the **HDMI Game Stick** into the HDMI port on your television.
4. Plug the USB A Connector end of the **Micro USB Power Cable** into the USB port on your television. The unit will now be ready to play again.

Wireless Controller
1. Turn off the **Wireless Controller** with the **Power Switch** on the back of the controller.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for 10 seconds, then replace the batteries.
4. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new batteries.

OTHER NOTES
Static electricity may cause the **HDMI Game Stick** to malfunction. In cases where the **HDMI Game Stick** is malfunctioning due to static electricity, disconnect the **Micro USB Power Cable**, wait for 10 seconds, then reconnect the **Micro USB Power Cable** to reboot the **HDMI Game Stick**.

FCC Compliance Statement

After completing the steps in the **Initial Setup** section, power on the television. FCC e-labeling will be shown on the television for the U.S. version of **PAW Patrol: To the Rescue!**
This screen confirms that this product complies with FCC regulations.

> ### IMPORTANT NOTE:
> If the problem persists, please call our **Consumer Services Department** at **1-800-701-5327** in the U.S. and Canada, or email **support@leapfrog.com.** Creating and developing LeapFrog products is accompanied by a responsibility that we take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

This equipment complies with FCC & Industry Canada radiation exposure limits set forth for an uncontrolled environment.
Cet équipement est conforme à l'exposition aux rayonnements Industry Canada limites établies pour un environnement non contrôlé.

NOTE

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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

RF frequency range and output power
For controller:
Operating frequency Range: 2408-2472MHz
RF output power: -1.9 dBm (max. e.i.r.p.)

For TV Stick:
Operating frequency Range: 2452MHz
RF output power: 3.79 dBm (max. e.i.r.p.)

HIGH-DEFINITION MULTIMEDIA INTERFACE

The terms HDMI, HDMI High-Definition Multimedia Interface, and the HDMI Logo are trademarks or registered trademarks of HDMI Licensing Administrator, Inc.

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