Let's go exploring with Dora and Boots! Choose from three different learning adventures that help your child master early school skills.

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

Insert the cartridge into the console with the printed side facing to the front. Press the On/Off button on the console. A cartridge icon will appear on the desktop. Click on the cartridge icon to start.

Choosing a Game
Click on the activity you’d like to play. To exit the game, click on the red X button on the screen to return to the desktop.

Learning at All Levels
*Dora the Explorer: Friends! ¡Amigos!* features two progressive learning levels designed to help children in pre-kindergarten through kindergarten (ages 3 to 6) master skills for school. Each level helps teach and reinforce important concepts. Once you have picked an activity, choose a level.

- **Level 1** helps children aged 3 to 4 learn core curriculum, such as colors/colours, shapes and letters.
- **Level 2** teaches more challenging academic concepts, such as opposites, measurement words and problem solving, to players 4 or older.

Your child can press the **Hint** button on the keyboard at any time to get extra help with learning concepts and computer navigation.

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All images in this Parent Guide are representative of gameplay only and do not reflect actual screenshot pixelation.
Look for more CLICKSTART™ software* at leapfrog.com!

Finding Nemo: Sea of Keys
Letters, Phonics Skills & QWERTY Key Placement

Dora The Explorer: Friends! ¡Amigos!
Shapes, Letters & Matching

Toy Story: To 100 and Beyond!
Numbers, Counting & Screen Navigation

Learning Carnival
Rhyming, Word Building & Sorting

Animal Art Studio
Shapes, Patterns & Advanced Mousing

Thomas & Friends: Learning Destinations
Problem Solving, Letters & Sequencing

Visit leapfrog.com/ClickStart
Check out leapfrog.com for more free resources. You’ll find expert articles on child development, fun activities for every age, learning tips and more!

*Additional software sold separately. All titles may not be available in all markets. Actual cover art may vary.
How to Play

Crossing Shape Bridge

Boots is waiting for Dora on the other side of Shape Bridge. Uh oh! Stones are missing from the bridge! Help Dora cross the bridge by putting the stones back into place.

Level 1
Use the arrow keys to move Dora across the bridge and push the right stones into the right holes. Fit shapes, numbers and letters to complete patterns and fix the bridge. You can use the space bar to jump over holes and blocks. Once all the pieces are in place, continue on to the next part of the bridge.

Level 2
Be careful to avoid pitfalls and wrong answers! Use the space bar to jump over them, and the arrow keys to push stones in both directions. In this level, you’ll encounter several problems at once, and it may take more than one

Curriculum
Shapes, colors/colours, pattern recognition, problem-solving strategies, letters A-Z, numbers 1-10, counting

Collect as many stars as you can along the way!
How to Play

Stepping Stones

Dora needs her friend Benny’s help. If she could ride in his hot air balloon, she could go find Boots. Will you help her cross the river to Benny and his balloon?

Level 1

Use the arrow keys to move Dora from stone to stone. Do you see the numbers, shapes and letters the narrator is asking for? Navigate through swimming turtles and floating lily pads to find the correct answer. Once Dora finds six correct answers, she’ll make it to Benny and his balloon!

Level 2

Time your moves carefully as you hop from stones to swimming turtles and drifting lily pads. Be careful to avoid wrong answers as you solve more challenging problems, such as distinguishing uppercase from lowercase letters and finding objects by both their color/colour and shape.

Curriculum

Shapes, colors/colours, sorting, lowercase and uppercase letters A-Z, numbers 1-10, problem-solving strategies

Collect as many stars as you can along the way!
How to Play

Make a Match
The gate is closed and Boots can’t get through! Pick a category and then use your mouse to match the cards as fast as you can. Match all of them to open the gate for Boots.

Level 1
All the cards begin face up. Use your mouse to match colors/colours, numbers, opposites or shapes. When all the matches have been found, your time will be announced and the gate will open for Boots.

Level 2
This round tests your memory by placing the cards face down. Do you remember where the matches are? Try more challenging categories, such as matching music to instruments and pairing Spanish and English color/colour names.

Curriculum
Matching, memory, measurement concepts, opposites, group-to-numeral association, word-object association, colors/colours and numbers 1-10 in Spanish and English

Bonus Round
¡Muy bien! You did it! The gate is open, and Dora is on the other side! Use the mouse to catch as many stars as you can. Count them as you catch them!
## Troubleshooting

<table>
<thead>
<tr>
<th>Symptom:</th>
<th>Try This:</th>
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| **Product does not turn on or does not respond** | • Make sure console power light is on  
• Touch any key on the keyboard  
• Make sure there is a line-of-sight between the console and the keyboard  
• Make sure batteries are correctly installed  
• Make sure battery cover is securely attached  
• Insert the end of a paper clip into the RESET pinhole on the bottom of the console or on the bottom of the keyboard  
• Remove and reinsert cartridge, making sure the cartridge is inserted all the way into the slot  
• Remove batteries and put them back in  
• Clean battery contacts by rubbing lightly with a soft eraser and then wiping with a clean and dry cloth  
• Install new batteries |
| **Product makes strange sounds or behaves erratically** | • Follow the above instructions to clean battery contacts  
• Install new batteries |
| **Product makes improper responses** | • Follow the above instructions to clean battery contacts  
• Install new batteries |
| **Display stops working** | • Adjust brightness/contrast controls on the TV  
• Install new batteries  
• Make sure TV is on  
• Make sure cables are fully inserted |
| **Power light not on** | • Press the On button on the console  
• Make sure batteries are correctly installed  
• Install new batteries |
| **Power light on but no picture on TV** | • Make sure the yellow video connector is fully inserted in the correct input jack on the TV  
• Make sure the SCART connector or Euro-connector is correctly inserted in the SCART input on the TV  
• Make sure that the correct colored/coloured cable on the unit is plugged into the matching video (yellow) input jack on the SCART connector  
• Make sure you have selected the correct video input on your TV |
| **Power light on but no sound from TV** | • Make sure the white audio connector is fully inserted in the correct input jack  
• Make sure the SCART connector or Euro-connector is correctly inserted in the SCART input on the TV  
• Make sure that the correct colored/coloured cable on the unit is plugged into the matching video (yellow) input jack on the SCART connector  
• Adjust the volume settings on the TV |
| **Colors/Colours are distorted on TV or TV image is flickering** | • Make sure the yellow video connector is fully inserted in the correct input jack on the TV  
• Make sure you have selected the correct video input on your TV  
• Make sure the PAL/NTSC switch is in the correct position; the switch is located in the console’s battery compartment. Turn the console off and back on again after switching between PAL and NTSC.  
• Use NTSC for most U.S. TV sets; use PAL for most TV sets in Europe and the U.K. For some TV sets in the U.S., if the screen still flickers, try switching to PAL. Turn the console off and back on again after switching between NTSC and PAL.  
• Adjust the color/colour settings on the TV |
| **Images on the TV appear stretched or cut off at the top and bottom** | • Make sure the TV is set to display the standard 4:3 aspect ratio |
| **Colors/Colours do not appear accurate** | • Adjust the color/colour settings on the TV |
| **Cannot get cartridge game to play** | • Touch any button on the keyboard  
• Make sure the cartridge is inserted in the correct direction, with the label facing front  
• Make sure the cartridge is inserted all the way into the cartridge slot  
• Make sure there is no foreign material in the cartridge slot |
| **Game does not respond to keyboard** | • Touch any button on the keyboard  
• Make sure there are no items blocking the IR receiver on the console from receiving a signal from the keyboard |
| **Mouse not functioning** | • Touch any key on the keyboard  
• Make sure the mouse is plugged into the keyboard correctly |
WARNING: It is rare but possible for seizures to be triggered by light flashes or patterns such as those on computer or TV screens. To reduce exposure to this potential hazard, play/watch TV in a well-lit room, sit an appropriate distance from the screen and take 10- to 15-minute breaks every hour.

AVERTISSEMENT : Il peut arriver que certaines personnes soient sujettes à une attaque sous l'effet d'une lumière vive ou d'un jeu de lumières provenant de l'écran d'un téléviseur ou d'un ordinateur. Pour réduire ce risque, utilisez le téléviseur dans une pièce suffisamment éclairée, installez-vous à une distance raisonnable de l'écran et faites une pause toutes les heures, pendant 10 à 15 minutes.

U.S. Consumer Service Contact: Visit our U.S. Consumer Support website at http://www.leapfrog.com/support 24 hours a day, or call (800) 701-LEAP (5327) during normal business hours.

Canada Consumer Service Contact: Visit our Canada Consumer Support website at http://fcanada.custhelp.com 24 hours a day, or call (800) 701-LEAP (5327) during normal business hours.

U.K. Consumer Service Contact: Visit our U.K. Consumer Support website at http://leapfroguk.custhelp.com 24 hours a day, or call 0800 169 5435, or Eire +44 (0)1702 200244, during normal business hours.

Australia Consumer Service Contact: Please submit questions to our support staff via email at info@funtastic.com.au or free-call 1800 244 543 during normal business hours.

IMPORTANT: If you have a problem with this product, return it to the retailer where the product was purchased for exchange. If the retailer is unable to assist you for any reason, contact LeapFrog Consumer Services. If our service representative is unable to help you resolve the problem, you will be given instructions on how to replace the product and an authorization number. Returns must have a Return Merchandise Authorization (RMA) number to be accepted at our warehouse.

Warranty Information
This LeapFrog® product is warranted only to the original purchaser for a period of three months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials of the product. All warranty claims are subject to: (1) LeapFrog being notified of the warranty claim within the warranty period, (2) LeapFrog verifying the existence of a defect in the product and (3) receipt of valid proof of your purchase date.

Before returning a product to LeapFrog for any reason, please notify the LeapFrog Consumer Services department. If the service representative is unable to solve the problem, you will be provided with instructions as to how to go about having the unit repaired or replaced if it is under warranty. Return of a product under warranty is governed by the following rules: If LeapFrog believes that there may be a defect in materials or workmanship and LeapFrog confirms your purchase date, LeapFrog will provide you with prepaid shipping instructions for returning the product. Otherwise, you must return your product, shipping prepaid and with proof of purchase date, as instructed by a LeapFrog service representative.

In the event that a product under warranty is repaired or replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer. Repair or replacement is your exclusive remedy, and LeapFrog’s exclusive liability, under this warranty. Replacement may consist of replacing the product with the same product or with a different product of the same value. LeapFrog shall not be liable for any incidental or consequential damages for the breach of any warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may have other rights, which vary from state to state and country to country.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the three-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. You may also have other rights under U.K. law, which this warranty does not limit.

Australia: You may also have other rights under consumer protection conditions and warranties implied by Australia federal, state and territory laws.

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Recommended for ages 3 to 6 years.
Convient aux enfants de 3 à 6 ans.