# battat Childhood Is Magical!®

# **PARTS LIST**

activate a light and

a scanning sound











### RING IT UP REGISTER™











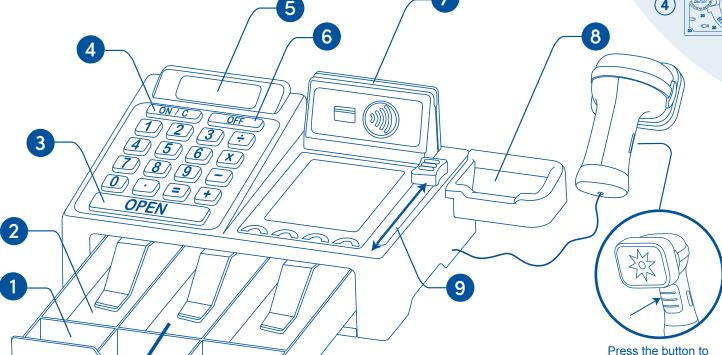










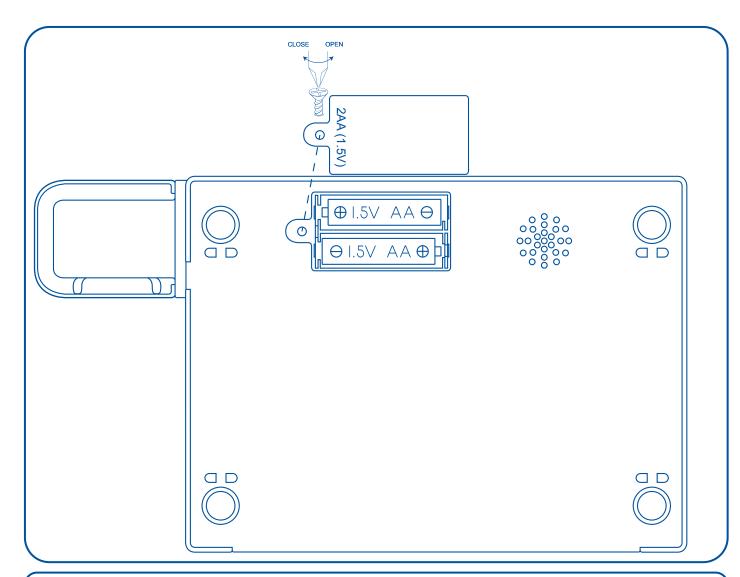


## **FUNCTIONS:**

- 1) For the coins.
- 2) For the bills. Lift the clips to insert bills and push down the clips to secure bills.
- 3) Press to open the cash drawer
- 4) Press to turn the calculator ON or clear all data when ON.
- 5) Display
- 6) Press to turn the calculator OFF
- 7) Swipe the toy credit card for a sound effect
- 8) Store the barcode scanner here
- 9) Slide to reveal fruits and veggies

### **CAUTION:**

- Keep the cash register upright during playtime.
- Do NOT put real coins, staples, or other small objects into the cash drawer as this may cause permanent damage to the conveyor belt screen.
- **WARNING:** CHOKING HAZARD—Small parts. Not for children under 3 years.



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

Waste electrical products and old batteries should not be disposed with household waste. Help protect the environment by reusing & recycling. Check with your local authority or retailer for recycling advice.

#### **REPLACING BATTERIES**

Requires 2 x AA (1.5V). Batteries included.

Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are only to be charged under adult supervision. Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same or equivalent type as recommended are to be used. Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from the toy. The supply terminals are not to be short-circuited.

ATTENTION: When the module's functions lose performance, follow instructions carefully to install new batteries.

© 2024 MAISON BATTAT INC.

Manufactured for Maison Battat Inc.
8440 Darnley Road, Montreal, P.Q. H4T 1M4

Designed by Maison Battat Inc.

Battat® is a registered trademark of

Maison Battat Inc. Made in China.

All Battat® products meet all US safety standards.

Colors may vary.

Please retain this information for future reference.

Please remove all packaging materials before giving to children.

