

GAME FOR 3 OR MORE PLAYERS

OBJECT: To be the first player to find the kitty.

HOW TO PLAY

Follow Steps 1 - 5 as described above in the 2-Player Game.
Exception: One player is still the "Hider," but all other players are the "Seekers."

HOW TO WIN

If you are the first player to find the kitty, you must press her ON/OFF button once to turn the kitty OFF. You must then return the kitty back to home base.
The first player to find the kitty and return her to home base is the winner.



**PLAY
HIDE 'N
SQUEAK
WITH A
PUPPY, TOO!**
(Puppy sold separately)

2 animals means TWICE as much fun!

2-ANIMAL GAME FOR 2 OR MORE PLAYERS

OBJECT: To be the first team to find the other team's hidden animal.

HOW TO PLAY

Players are divided into two teams: The Puppy Team and the Kitty

Team. Follow Steps 1 - 5 as described above in the 2-Player Game, with these exceptions:

- At the same time, each team hides their animal. (The Puppy Team hides the puppy; the Kitty Team hides the kitty.)
- When all players are back at home base, the seeking begins. At the same time, the Puppy Team tries to find the kitty, and the Kitty Team tries to find the puppy.

HOW TO WIN

If you are the first player to find the other team's hidden animal, you must press the animal's ON/OFF button once to turn the animal OFF. You must then return the animal back to home base.
The first team to find the other team's hidden animal and return it to home base wins the game.

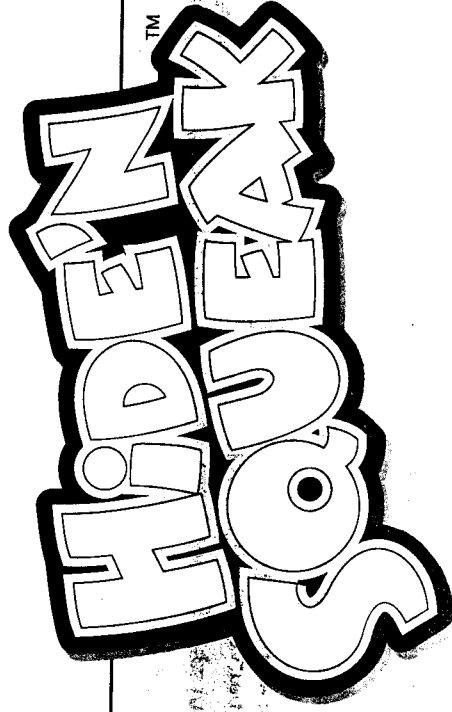
FCC STATEMENT

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 television or radio reception. It 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. However, there is no guarantee that interference will not occur in a particular installation. If this game 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 the 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.

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.

Milton Bradley Company, P.O. Box 1247, East Longmeadow, MA 01028
© 1994 Milton Bradley Company.
All Rights Reserved. 4576-X



INSTRUCTIONS

2 or More Players

CONTENTS: 1 Electronic "Meowing" Kitty

GETTING THE KITTY READY FOR PLAY

Insert the Batteries: Unscrew the kitty's battery door and insert 2 "AA" size alkaline batteries. Be sure to match the "+" and "-" battery symbols. Replace door and screw shut. See Figure 1.

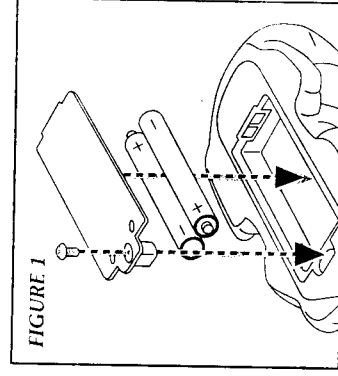
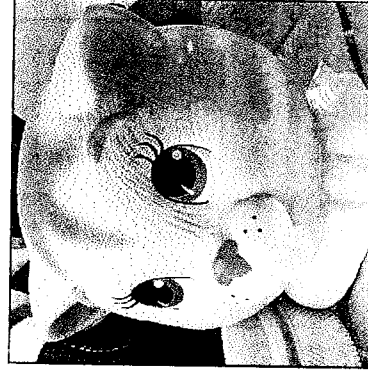


FIGURE 1

Test the Batteries: Press the ON/OFF button on the kitty's collar once. See Figure 2 on the next page. If the kitty meows, you're ready for play.

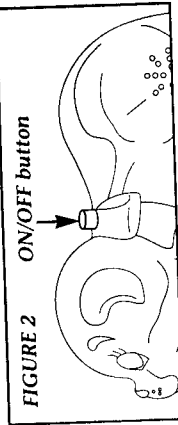


LOST KITTY!

meow

One cute little striped orange kitty is missing. It seems someone has hidden her away. Where can she be? Perhaps if you listen for the sound of her meow, you can be the one to find her. You can look for her by yourself, or your friends can join you. Quick! She needs your help now!

If the kitty doesn't meow, the batteries may be weak or improperly installed.



After the kitty meows once, wait approximately 5 seconds and press the ON/OFF button again to turn the kitty OFF. (A brief series of musical notes will play to signal that the kitty is OFF.)

Caution: Batteries may leak if improperly installed. Remove batteries when game will not be used for an extended time. Never mix battery types.

HOW TO PLAY

NOTE TO PARENTS: Hide 'N Squeak offers two different versions of gameplay. The **2-Player Game** makes for a delightful "quality time" activity for parent and child, while the **Game for 3 or More Players** is perfect for group play. Both versions of gameplay may be played at three different skill levels.

2-PLAYER GAME

OBJECT: Listen to the "meowing" sounds to find the hidden kitty in the least amount of time.

GETTING STARTED

Choose Your Role: One player is the "Hider" (the person who will hide the kitty), and the other player is the "Seeker" (the person who will try to find the kitty).

PLAYING THE GAME

Do the following steps in order:

STEP 1: Choose an area to be home base. (It could be the kitchen table, the living room couch, or maybe even your bed. You pick the place!) Both players go there now.

STEP 2: Decide upon a skill level, but do not select it yet.

Skill Levels

The difference between the three skill levels is the amount of time between kitty "meows." It's always easier, of course, to find a kitty that meows more often.

STEP 3: Seeker, close your eyes. Hider, leave home base and go hide the kitty. Some places to hide the kitty might be under a bed, or in an open drawer, or behind a curtain. **IMPORTANT!** Do not cover up the kitty with something heavy, or shut her in a drawer or closet. If no one can hear her meows, then no one can find her!

STEP 4: Hider, once you have found a good hiding place for the kitty, press the kitty's ON/OFF button to activate the skill level. (See **Selecting a Skill Level**.) Put the kitty in its hiding place and quietly hurry back to home base. (Making noise may give away where you have hidden the kitty.) Quick! You only have about 15 seconds to get there before the kitty starts meowing!

STEP 5: Seeker, as soon as the Hider returns to home base, GO FIND THE KITTY! Hider, follow along for fun.

STEP 6: Seeker, when you find the kitty, press the kitty's ON/OFF button once to turn the kitty OFF. **IMPORTANT!** You must do so in front of the Hider. Now, both players must count the number of "trills" (series of musical notes) made by the kitty. Listen carefully! The greater the number of trills, the faster the kitty was found. See **Your Musical Score**.

STEP 7: Now switch roles and play another round where the Hider is now the Seeker and the Seeker is now the Hider.

Selecting a Skill Level

Select a skill level based on the age and ability of the player who is the Seeker.

Suggestion: Begin with Skill Level 1 when first becoming familiar with the game.

EASY

Skill Level 1 — Press the ON/OFF button once for the easiest level of play. (You will hear one "meow" to confirm the skill level.)

MORE DIFFICULT

Skill Level 2 — Press the ON/OFF button twice for a more challenging level of play. (You will hear two "meows" to confirm the skill level.)

MOST DIFFICULT

Skill Level 3 — Press the ON/OFF button three times for the most challenging level of play. (You will

hear three "meows" to confirm the skill level.)

NOTE: When playing at either one of the difficult skill levels, the kitty will automatically switch back to the easier skill level(s) as time elapses and the kitty is not found.

Your Musical Score:

3 Trills — CONGRATULATIONS! You are "the cat's meow" and were able to find the kitty in the quickest time!

2 Trills — HOORAY! You found the kitty in great time!

1 Trill — GOOD FOR YOU! You found the kitty and she is happy to see you!

HOW TO WIN

The player to find the kitty in the least amount of time (the greater number of trills) is the winner!

