



Hide 'n Seek Twinken™ the dream maker INSTRUCTIONS

Ages 3 & Up



Contents: 1 electronic, Hide 'n Seek Twinken™ the dream maker.

2 or more players

Requires two "AA" alkaline batteries (not included) and Phillips® screwdriver (not included).

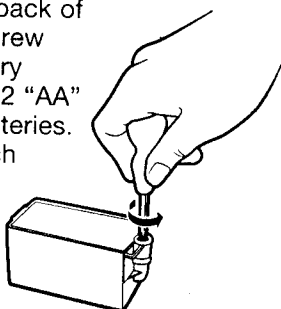
Twinken™ the dream maker is lost!

Twinken™ the dream maker is missing! It seems someone has hidden him away. Where can he be? If you listen for the chattering sounds, you'll find him. You can look for him by yourself, or with your friends. Quick! We have to find him, so he can let us see our dreams more clearly.

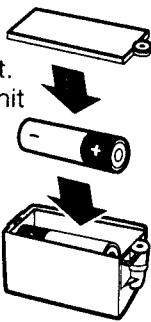
Getting Twinken™ Ready for Play

Insert the batteries:

1. Remove battery pack from pocket in back of Twinken™. Unscrew Twinken's battery door and insert 2 "AA" size alkaline batteries. Be sure to match the "+" and "-" battery symbols.



2. Replace door and screw shut. Replace unit back into pocket.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old batteries and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

Test the batteries:

Press Twinken's tummy to activate the ON/OFF button.

If Twinken™ makes a chattering sound, you're ready to play. If Twinken™ doesn't make a chattering sound, the batteries may be weak or not properly installed. To turn Twinken™ OFF, press his tummy again. You'll hear two beeping sounds that will tell you Twinken™ is turned OFF.

How to Play

Object:

Listen for the chattering sounds to find the hidden Twinken™ in the least amount of time.

Getting Started:

Choose your role: One player is the "Hider" (the person who hides Twinken™), and the other is the "Seeker" (the person who will try to find Twinken™.)

Playing the Game:

1. Seeker, close your eyes. Hider, go hide Twinken™. (Some places to hide Twinken™ might be under a bed, in an open drawer or cupboard, or behind a curtain.) **IMPORTANT! DO NOT** cover Twinken™ with something heavy, or shut it in a drawer or closet. If no one can hear the chattering sound, then no one can find Twinken™!
2. Hider, once you've found a good hiding place for Twinken™, press the ON/OFF button. Twinken™ will make a chattering sound to let you know it is on. Put Twinken™ in the hiding place and quietly move away. (Making noise may give away where you hid Twinken™.) Twinken™ will start to chatter again in about 10 seconds!
3. Seeker, GO FIND Twinken™! Hider, follow along for fun.
4. Seeker, when you find Twinken™, press the ON/OFF button once to turn him OFF. HOORAY! You found Twinken™ and he's happy to see you!

FCC STATEMENT

"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."



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