FCC Statement

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 any interference that may cause undesired operation. 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.
- Consult the dealer or an experienced radio/TV technician for help.

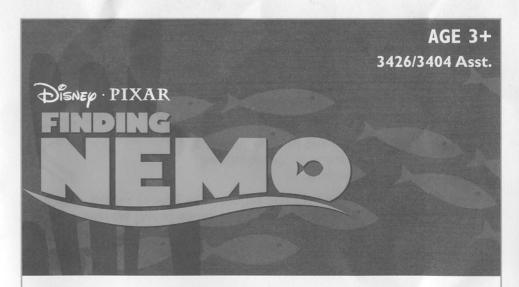
SURFACE WASH ONLY





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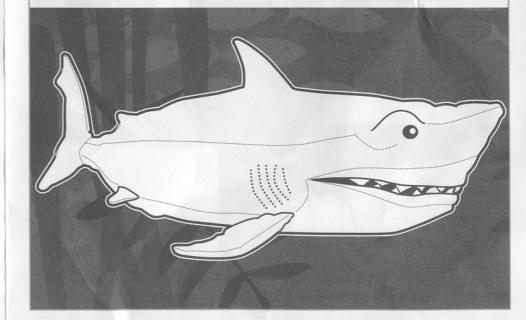




Bitin' Bruce™

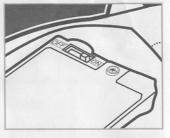
Thank you for purchasing this Finding Nemo toy! For maximum play value, be sure to read and follow instructions carefully.

Includes 3 x (1.5V) "AA"/LR6 batteries. Phillips/cross-head screwdriver (not included) required to replace batteries.

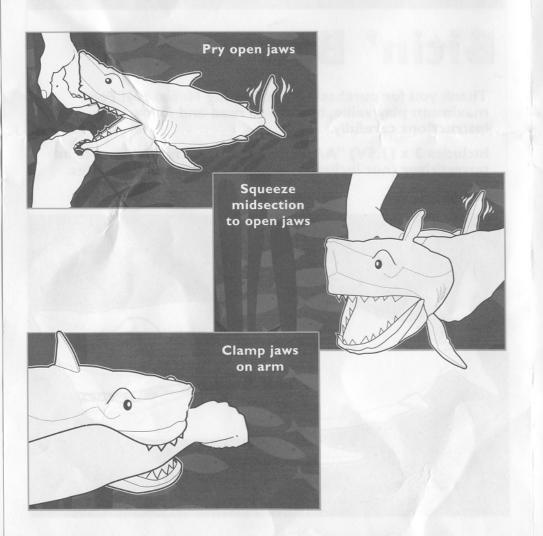


TO PLAY

- Bruce has an ON/OFF switch in his belly. To play, make sure switch is in "ON" position.
- Open Bruce's mouth by squeezing his midsection or gently prying his jaws apart.
- Clamp him on your arm and he'll say one of 5 fun phrases as his tail starts to shake. Shaking action stops after 5 seconds.

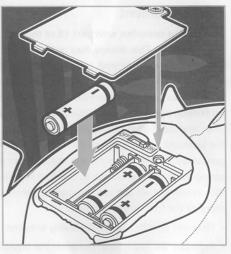


- To re-start the speech and shaking action, make Bruce's mouth open and close again by squeezing his midsection or gently prying his jaws apart.
- To conserve batteries, turn switch to "OFF" position when you're not playing with Bruce.



TO REPLACE BATTERIES

Use a Phillips screwdriver to loosen screw in battery compartment door (screw remains attached to door). Remove door and remove old batteries. Insert 3 fresh (1.5V) "AA"/LR6 alkaline batteries. Replace door and tighten screw.



CAUTION: TO AVOID BATTERY LEAKAGE

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

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.

Batteries should be replaced by an adult.

- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
- 2) Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
- 3) Remove exhausted or dead batteries from the product.
- 4) Remove batteries if product is not to be played with for a long time.
- 5) Do not short-circuit the supply terminals.
- 6) Should this product cause, or be affected by, local electrical interference, move it away from the other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
- 7) RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.