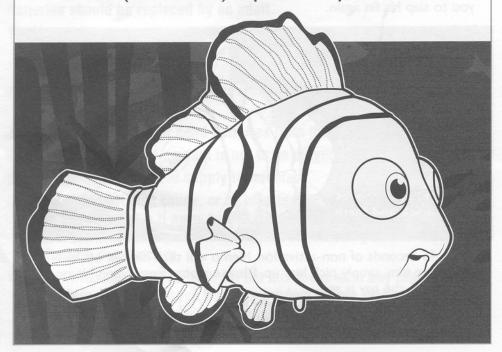
AGE 3+ 3424/3404 Asst.

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# High Five Nemo™

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

- Nemo has an ON/DEMO/OFF switch in his belly. To play, turn switch from "DEMO" to "ON" position. ("DEMO" mode is for demonstration purposes only. To enjoy the toy's full range of features, the switch must be in the "ON" position.)
- To activate Nemo, just pick him up. He says "You've found me!" as his "lucky" fin flutters!
- When Nemo says, "High five the lucky fin!" slap his fin backward or forward and he'll say one of 9 random phrases. Depending on the phrase, Nemo's fin may flutter as he talks — sometimes fast, sometimes slow!
- · Each time you gently slap his fin, Nemo says another phrase.

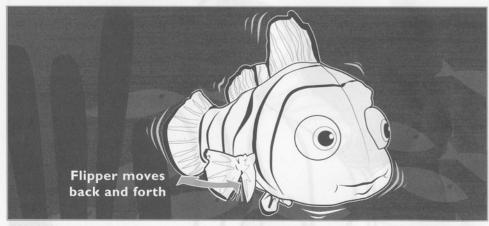
#### Reaction modes

Nemo has two reaction modes: "swimming" and hugging.

"Swimming" Mode: If you move Nemo immediately after he says "Let's swim to a boat!" he will "react" by saying related phrases until you stop moving him, or until you slap his fin. After a few seconds of movement, Nemo will prompt you to slap his fin. When you do, he will say one of his 9 random phrases.

For best results, move Nemo around with your arms as though you're really trying to make him "swim".

**Hugging Mode:** If you hug Nemo immediately after he says, "Can I have a hug?" He will "react" by saying related phrases. Nemo will then prompt you to slap his fin again.

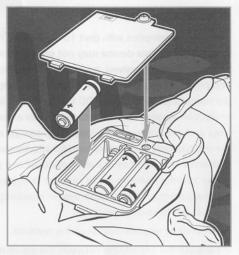


After 45 seconds of non-activation, Nemo will turn himself off. To reactivate him, simply pick him up. **Please note:** Even when Nemo turns himself off, the toy is still

using battery power while switch is in the "ON" position. To conserve batteries, turn switch to "OFF" position when you're not playing with Nemo.

## 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.

#### **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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