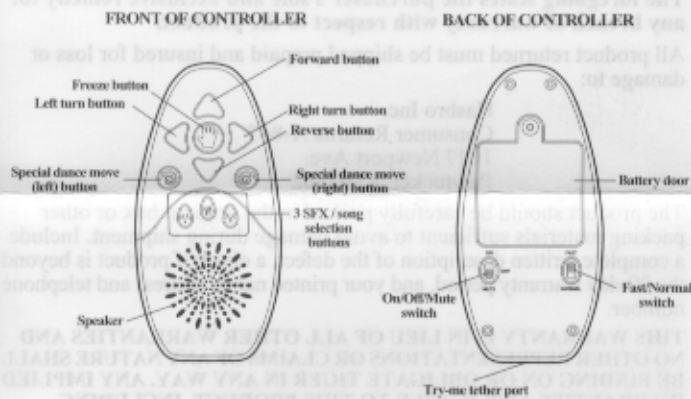


Gotta Dance Girls!

INSTRUCTIONS

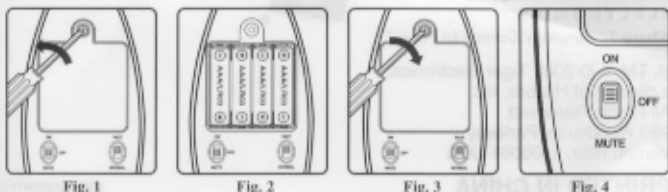


BATTERY INSTALLATION:

IMPORTANT: Battery installation should be done by an adult. Always install the batteries correctly according to the positive(+) and negative(-) signs on the batteries.

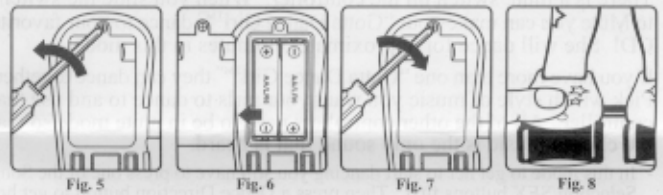
Controller:

- Unscrew and remove the battery compartment door on the back of the controller (Fig.1).
- Make sure that the ON/OFF/MUTE switch is in the OFF position.
- Insert 4 "AAA"/LR03 batteries as shown inside of the battery compartment (Fig.2).
- Attach the battery compartment door and fasten the screw (Fig.3).
- Make sure that the ON/OFF/MUTE switch is in the ON position (Fig.4).



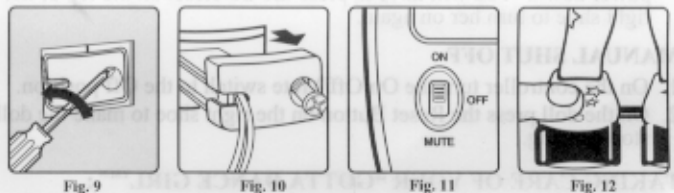
Doll:

- The "Gotta Dance Girl™" is supplied with "Try-Me" batteries in her shoes. However for the best performance replace these before playing with your doll.
- Unscrew and remove the battery compartment door on the bottom of the dolls shoes (Fig.5).
- Insert 2 "AA"/LR6 batteries as shown inside of the battery compartment in each shoe (Fig.6).
- Attach the battery compartment door and fasten the screw (Fig.7).
- Press the RESET key on the doll's right shoe to turn on the doll (Fig.8).



QUICK - START:

- 1 Before you can dance the night away with your "Gotta Dance Girl™" the "Try-Me" tether needs to be removed and discarded. (This should be done by an adult). Unfasten the screw that holds the plastic in place (Fig.9). Remove the plastic tab that is holding the tether in place. Pull the tether out and throw away tether only (Fig.10). (It is no longer needed). Replace plastic parts with screws.
2. Make sure that the ON/OFF/MUTE switch is in the OFF position.
3. Place batteries in the controller and doll. (SEE BATTERY SECTION)
4. For the Operation mode make sure that the ON/OFF/MUTE switch on the controller is in the ON position (Fig.11).
5. Press the RESET button on the doll's right shoe to turn on the doll (Fig.12).
6. Your "Gotta Dance Girl™" is now ready to boogie!



HOW TO OPERATE:

1. Point the controller towards the IR receiver located on the top of the "Gotta Dance Girls™" left shoe (Fig.13).
2. Each "Gotta Dance Girl™" comes with 3 hip songs. Press one of the three Song selection/SFX buttons on the controller. This will put the doll in waiting mode and let you hear the back beat of that song. (Please note that if you do not press a dance direction button within 15 seconds the "Gotta Dance Girl™" will go into sleep mode and you will have to press another Song Selection/SFX button to get her to start dancing again.) (Fig.14)
3. Pressing a Dance Direction button will activate a one minute song and your "Gotta Dance Girl™" will start dancing! (Please note that you can press any of the buttons at any time in any order to choreograph cool dance moves.)
4. At any time during the dance sequence you can press any of the 3 SFX/Song selection buttons to add cool sound effects and become part of the performance (Fig.15).
5. After the one-minute song has finished the doll will stop dancing. To get her to keep dancing press any of the 3 SFX buttons on the controller to choose another song to dance to (Fig.16).



CHOREOGRAPH COOL DANCE MOVES

1. Press and release either of the Special Dance Move Buttons to watch your "Gotta Dance Girl™" get into the groove (Fig.17).
2. Press and hold the Freeze button to make your "Gotta Dance Girl™" strike a pose. Once you let go of the button she will start dancing again! (Fig.18).
3. Press and hold any of the Dance Direction buttons to make your "Gotta Dance Girl™" move in a continuous direction. Once you let go she will dance in her own cool style (Fig.19).
4. Choose how fast you want the "Gotta Dance Girl™" to dance by sliding the speed selector switch to Fast or Normal on the back of the controller (Fig.20).

***To make your doll stop dancing in mid song press the On/Reset button on the top of her right shoe and she will immediately stop moving (Fig. 21).



MUTE SWITCH: DANCE TO YOUR OWN MUSIC

1. There is a mute switch on the controller. When you slide the switch to Mute you can make your "Gotta Dance Girl™" dance to your favorite CD! She will dance for approximate 5 minutes in this mode.
2. If you have more than one "Gotta Dance Girl™" they can dance together. Pick which style of music you want your girls to dance to and use that controller. **All of the other controllers need to be in mute mode so that the chosen music is the only sound that is heard.**
 - In this mode to get her to start dancing you still have to press one of the Song Selection/SFX buttons first. Then press a Dance Direction button to get her moving.
 - In this mode you can make her stop dancing by pressing the freeze button. Freeze acts as an "OFF" button in this mode.
3. Choose how fast you want the "Gotta Dance Girl™" to dance by sliding the speed selector switch between Fast or Normal on the back of the controller (Fig. 20).

AUTO SHUT OFF

1. BASIC DANCE MODE:

If no buttons on the controller are pressed for 2 minutes after the doll has stopped dancing, she will turn off. You will have to press the On/Reset button on the top of her right shoe to turn her on again.

2. MUTE MODE:

The "Gotta Dance Girl™" will stop dancing after 5 minutes. If you do not press any buttons on the controller for 2 minutes after this she will power down. You will have to press the On/Reset on the top of her right shoe to turn her on again.

MANUAL SHUT OFF

1. On the controller turn the On/Off/Mute switch to the Off position.
2. On the doll press the Reset Button on the right shoe to make the doll stop dancing.

TAKING CARE OF YOUR "GOTTA DANCE GIRL™":

- Prevent spills of food and beverage on the unit.
- Do not submerge the product in water. If the product needs to be cleaned, wipe gently with a barely damp soft dry cloth.
- Do not leave unit in direct sunlight.
- High temperature will destroy the unit.



TROUBLE SHOOTING:

Your "Gotta Dance Girl™" is designed to provide hours of fun play. If its actions become erratic press the On/Reset on the doll then slide the On/Off/mute switch off then on. Try to dance again. If you are still having trouble, check to see that "Gotta Dance Girl™" has fresh batteries and then call Tiger Electronics Service Department at 1-800-844-3733.

TO ENSURE PROPER FUNCTION:

- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged. (if removable)
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Always remove weak or dead batteries from the product.
- Do not dispose of batteries in fire. Battery may explode or leak.

CAUTION: To Avoid Battery Leakage

- As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.

- Make sure the batteries are inserted correctly and follow the toy and battery manufacturer's instructions.
- Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

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.

90- DAY LIMITED WARRANTY

Tiger Electronics (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. \$20.00. Payments must be by check or money order payable to Tiger Electronics.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary, from state to state.

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