

Ages 2-4

6136

Li'l PAC-MAN™

Thank you for buying this Playskool product!

Includes 2 "AA" batteries. Phillips screwdriver
(not included) needed to replace battery.



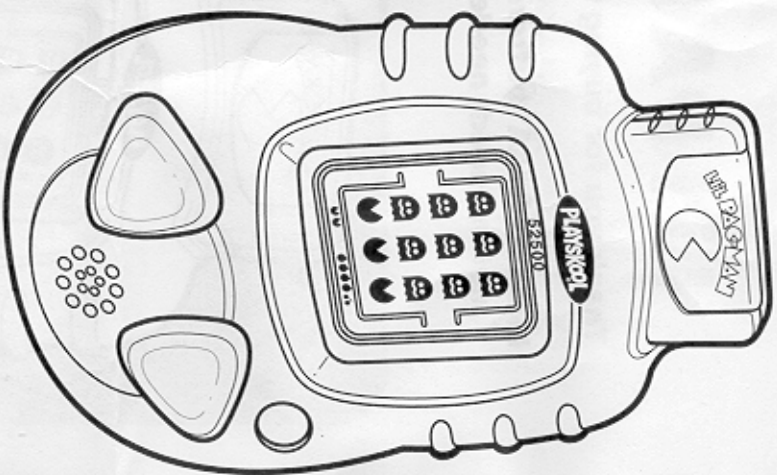
PLAYSKOOL®



TO PLAY

1. Press either button to turn on the game (you'll hear a "greeting" song).

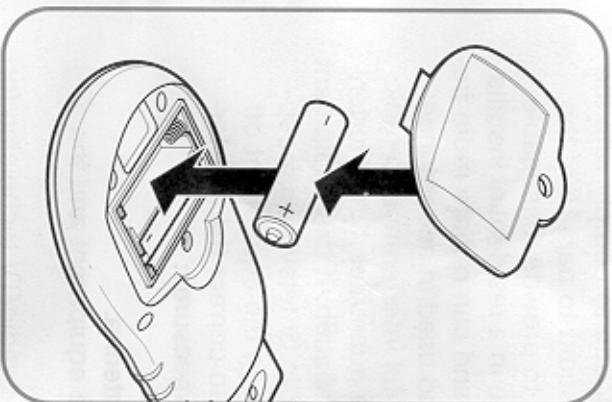
2. Once the game is activated, ghosts will start falling from the top of the screen. The object of the game is for Pac-Man™ to "eat" the ghost. To do so, press the buttons to move Pac-Man left or right, depending on which side the ghost is falling.



3. When Pac-Man is lined up with a ghost at the bottom of the screen, you'll hear a positive sound; if not, you'll hear a raspberry sound. After 3 "misses," a "good-bye" song will play then the game will automatically shut off.

HAVE FUN!

TO REPLACE BATTERIES:



Use a Phillips screwdriver to loosen screw in battery compartment door (screw remains attached to door). Remove door. Insert 2 fresh "AA" 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 manufacturers' 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.

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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Pac-Man Characters: © 1980 Namco Ltd., All rights reserved.

* ®™ & © 2000 Hasbro, Inc. All Rights Reserved.

® denotes Reg. U.S. Pat. & TM Office.

6136/6094 Asst. P/N 6026520000