SHIREKZ

05656/05697 Asst.

Wise-Crackin' Donkey

Thank you for choosing this Shrek 2 friend!

Squeeze Donkey's nose and the fun begins!

You have received Donkey in DEMO MODE..
See inside for operating instructions.

For best play keep background noise low, or play with Wise-Crackin' Donkey in a quiet room.

TO PLAY

NOTICE: SWITCH TOY FROM "DEMO" TO "PLAY" BEFORE CONTINUING

Save Donkey's Cue Card (located on the hang tag attached) to remind you of Donkey's speech cues.



NOTE: Donkey responds only to cues spoken exactly as they appear on his cue card

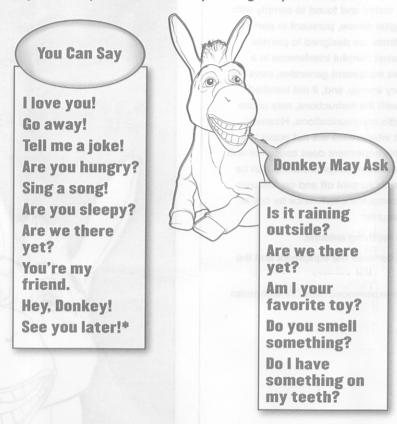
- 1. Squeeze Donkey's nose and he will respond with "That tickles!", to let you know he's awake.
- 2. Once he's awake, refer to the cue card and say one of Donkey's speech cues. Donkey will listen to you and respond.
- 3. Donkey has two different modes: "I love you" or "wise-crackin" mode. When he's in "I love you" mode, he responds to cues with a unique set of phrases. When he's in "wise-crackin" mode, he responds with another unique set of phrases. Say "I love you!" or "Go away!" to change his mode at any time.





* Donkey responds with several phrases. This is one example.

4. There are several cues you can say to Donkey to which he will respond. Also, Donkey may ask questions that you can respond to with "Yes" or "No." His next response to you will differ depending on your answer.



If you need a reminder of Donkey's speech cues, Squeeze and hold Donkey's nose for 3 seconds, then release. He will recite all of the cues that you can say to him to make him talk!

TURNING Donkey OFF

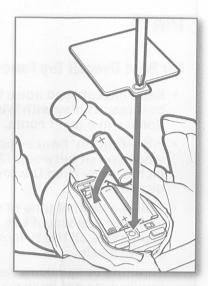
There are three ways to turn Donkey off:

- Say, "See you later!"
- Manually turn him off by squeezing his nose once.
- Donkey will shut off automatically after 3 minutes of inactivity.

Note: After a 3 minute "shut off", you'll need to resqueeze his nose to turn Donkey back on.

TO REPLACE BATTERIES

When the batteries need replacement, open the fabric fasteners in Donkey's tummy. and pull the fabric open enough to access his battery door. Use a Phillips/cross head screwdriver to loosen the screw in battery compartment door, and remove door (screw remains attached to door). Remove exhausted batteries and insert 2 fresh "AA" or R6 size batteries. Alkaline batteries recommended. Replace the door, tighten screw, and close fabric fasteners.



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.

CAUTION:

- 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.
- 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.

HINTS

For Best Overall Toy Function

- Keep background noise low, or for best results play with Wise-Crackin' Donkey in a quiet room.
- Wise-Crackin' Donkey performs best when you sit between 12 and 18 inches away from the toy, facing it directly.
- Talk in a normal tone of voice, the way that you would talk to a friend. Pronounce all the syllables of each word clearly.
- Shouting or speaking very loudly does not improve speech recognition.
- Wait until Donkey has finished speaking before giving him another speech cue.
- If Donkey gets dirty, wipe him clean with a soft, damp cloth. NEVER IMMERSE WISE CRACKIN' DONKEY IN WATER!
- Keep Donkey's Cue Card handy, and remember that the toy will respond only to the exact commands on the card. You can always hear speech cues by squeezing, holding for three seconds, and releasing Donkey's nose.
- If Donkey's speech begins to slow down, or if he begins to talk constantly, try moving toy to a quiet room or change the 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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.





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