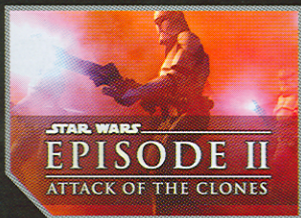


YODA TELLS STORIES FROM ALL
6 STAR WARS MOVIES!



For more toy information visit: www.starwars.hasbro.com



starwars.com

Some poses may require additional support.
Product and colors may vary.
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MADE IN CHINA

P/N 6445240000

CALL UPON YODA!

AGES 6+

INTERACTIVE STORYTELLING JEDI MASTER™

SAYS OVER
500 PHRASES!

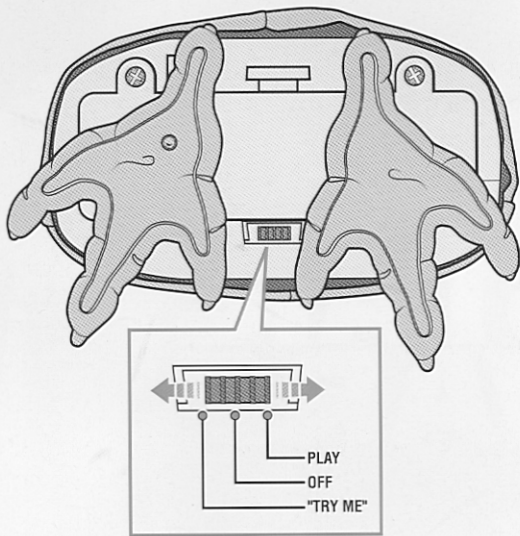
STAR WARS®

Batteries included. Replace with 3 x 1.5v "C" or R14 size batteries. Alkaline batteries recommended. Phillips/crosshead screwdriver (not included) required to replace batteries.

72955

BEFORE YOU BEGIN

CALL UPON YODA™ is packaged in TRY ME for in-store demonstration purposes. Switch him to PLAY to access all the program features. To switch to PLAY, slide the switch to the PLAY position.



QUICK-START GUIDE

The wise Jedi Master Yoda has much to tell you and much to teach you! To begin the adventure right away, use this quick-start guide for basic instructions. You can find more in-depth instructions further in this manual. May the Force be with you!

PLAY

PLAY is where Yoda begins whenever he wakes up from his meditation. You can access the different activities from PLAY.

- Lift Yoda up and place him back down to return him to PLAY at any time.

ACTIVITY CHOICES

Yoda will suggest activities that you can play. If you want an activity different from the one Yoda has suggested, go to the **ACTIVITY MENU**.

- To reach the **ACTIVITY MENU**, lift Yoda up and place him back down, then squeeze both of Yoda's hands.
- Squeeze Yoda's right (X) hand and he will name an activity for you. Keep squeezing Yoda's right (X) hand to hear more activities.
- When you hear an activity you want to play, squeeze Yoda's left (✓) hand.

STORYTELLING

Yoda will suggest a story that he wants to tell you.

- To tell him you want to hear that story, squeeze Yoda's left (✓) hand.
- To tell him you want to hear another story, squeeze Yoda's right (X) hand.

TRIVIA

Yoda will test your Star Wars® knowledge with trivia questions.

- Squeeze Yoda's right (X) hand to hear a question and 3 possible answers.
- Squeeze Yoda's right (X) hand to repeat the answers.
- Squeeze Yoda's left (✓) hand to choose an answer.

WISDOM

Yoda answers yes or no questions with the Wisdom of the Force. Ask Yoda a question, then squeeze Yoda's right or left hand to hear his answer.

MEDITATION

Yoda rests if you do not play with him for a period of time. To wake Yoda from his meditation, squeeze Yoda's right or left hand. Yoda will return to PLAY.

Yoda's Right Hand
(X symbol on arm)

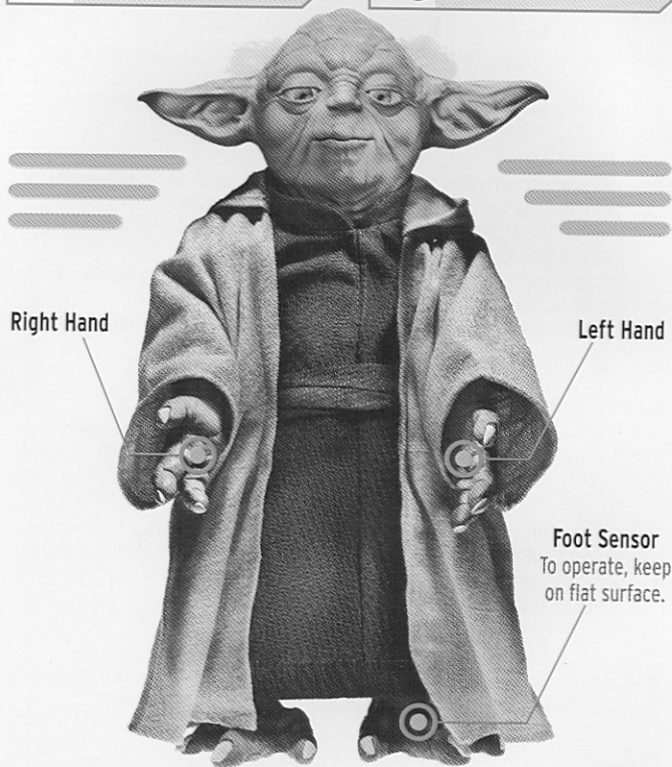
Squeeze It to:

- Tell Yoda No
- Toggle Through Choices
- Move Backward in Story

Yoda's LEFT Hand
(✓ symbol on arm)

Squeeze It to:

- Tell Yoda Yes
- Confirm Your Choice
- Move Forward in Story



Lift Yoda to: • Stop Playing an Activity

MUCH TO TELL YOU YODA HAS!

CALL UPON YODA™ has much to share with you! Wise Jedi Master Yoda tells you the stories from all six *Star Wars*® movies, tests your knowledge of *Star Wars*® lore, and answers questions with the power of the Force!

PLAY

In **PLAY**, Yoda will suggest a story or an activity.

- *Yes, Yoda, I want to do this!* > Squeeze Yoda's left (✓) hand.
- *No, Yoda, I want to do something else.* > Squeeze Yoda's right (X) hand.

When Yoda awakes from his meditation, he is in **PLAY**. He begins in **PLAY** every time he wakes up.

When you want Yoda to stop whatever he is saying, **lift him up and place him back down**. This will return Yoda to **PLAY**.

Any time you want to go to another activity, **lift Yoda and place him back down**, then squeeze both of Yoda's hands.

- Squeeze Yoda's right (X) hand and he will name an activity for you. Keep squeezing Yoda's right (X) hand to hear more activities.
- When you hear the activity you want, squeeze Yoda's left (✓) hand.

STORYTELLING

Yoda tells you stories from all 6 *Star Wars*® movies!

REACHING STORYTELLING

Yoda will suggest activities that you can do together. If you want **STORYTELLING** but he did not suggest it, go to the **ACTIVITY MENU**.

- To reach the **ACTIVITY MENU**, lift Yoda up and place him back down, then squeeze both of Yoda's hands.
- Squeeze Yoda's right (X) hand and he will name an activity for you. Keep squeezing Yoda's right (X) hand to hear more activities.
- When you hear Yoda suggest **STORYTELLING** (such as, "Shall I tell you a story of The Revenge of the Sith?"), squeeze Yoda's left (✓) hand.

CHOOSING A STORY

Yoda will ask you if you want to hear a story.

- *Yes, Yoda, I want to hear that story!* > Squeeze Yoda's left (✓) hand.
- *No, Yoda, I want to hear another story.* > Squeeze Yoda's right (X) hand.

If you choose "NO" then Yoda will ask you if you want to hear a different story.

- *Yes, Yoda, I want to hear a different story!* > Squeeze Yoda's left (✓) hand.
- *No, Yoda, I do not want to hear a story.* > Squeeze Yoda's right (X) hand.

If you choose "YES" then Yoda will offer a different story, and you may keep squeezing his hand until you hear the story you wish Yoda to tell you.

- *Yes, Yoda, I want to hear that story!* > Squeeze Yoda's left (✓) hand.
- *No, Yoda, I want to hear a different story.* > Squeeze Yoda's right (X) hand.

CONTINUING STORIES

When Yoda finishes telling you a story, he will offer to tell you the next story in the *Star Wars*® epic.

- *Yes, Yoda, tell me the next story!* > Squeeze Yoda's left (✓) hand.
- *No, Yoda, I want to do something else.* > Squeeze Yoda's right (X) hand.

LEAVING STORYTELLING

To stop the story any time, lift Yoda up and place him back down.

TRIVIA

Yoda will test your knowledge of *Star Wars*® with questions!

REACHING TRIVIA

Yoda will suggest activities that you can do together. If you want **TRIVIA** but he did not suggest it, go to the **ACTIVITY MENU**.

- To reach the **ACTIVITY MENU**, lift Yoda up and place him back down, then squeeze both of Yoda's hands.
- Squeeze Yoda's right (X) hand and he will name an activity for you. Keep squeezing Yoda's right (X) hand to hear more activities.
- When you hear Yoda suggest **TRIVIA** (such as, "Much you have learned, but more there is. Test your knowledge shall I!"), then squeeze Yoda's left (✓) hand.

YODA ASKS QUESTIONS

Yoda will ask you a question and give you 3 possible answers. Squeeze Yoda's right (X) hand to repeat each answer. When you hear the answer you want to choose, squeeze Yoda's left (✓) hand to select your answer. If you answer Yoda's question correctly, then Yoda will challenge you again with another question.

LEAVING TRIVIA MODE

If you wish to stop playing **TRIVIA**, lift Yoda up and place him back down.

WISDOM

Yoda answers your yes or no questions with the Wisdom of the Force!

REACHING WISDOM

Yoda will suggest activities that you can do together. If you want **WISDOM** but he did not suggest it, go to the **ACTIVITY MENU**.

- To reach the **ACTIVITY MENU**, lift Yoda up and place him back down, then squeeze both of Yoda's hands.
- Squeeze Yoda's **right (X)** hand and he will name an activity for you. Keep squeezing Yoda's **right (X)** hand to hear more activities.
- When you hear Yoda suggest **WISDOM** (such as, "Troubled I sense you are. Your questions should I answer?"), then squeeze Yoda's **left (✓)** hand.

ASKING YODA QUESTIONS

Yoda will answer your "Yes" or "No" questions. Squeeze Yoda's right or left hand to hear his answer. Yoda will then ask you if you have another question for him. If you do, squeeze Yoda's **left (✓)** hand to tell him yes. Then ask your question and squeeze Yoda's left or right hand again for his answer.

LEAVING WISDOM

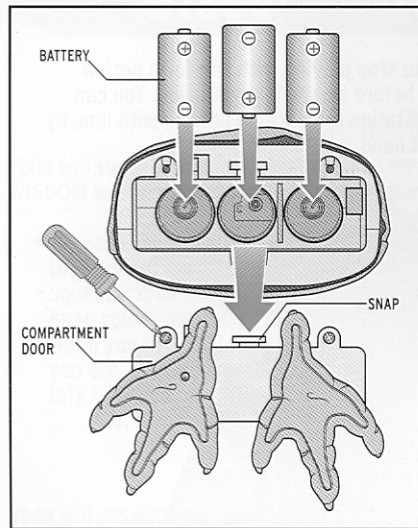
If you are finished asking questions, lift Yoda up and place him back down.

MEDITATION

CALL UPON YODA™ rests if you stop playing with him for a period of time. He will let you know before he starts meditating. You can easily wake him from his meditation to continue playing with him, by squeezing Yoda's right or left hand.



TO REPLACE BATTERIES



Using a Phillips/crosshead screwdriver (not included), loosen the 2 screws in battery compartment cover and release the snap to open battery door. Remove cover. Remove and discard batteries. Insert 3 x 1.5v "C" or R14 size batteries. Alkaline batteries recommended. Snap door, into place, and tighten screws with screwdriver. See diagrams for polarity.

! 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.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



CAUTION:

1. 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 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 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.