

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.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-338-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.



Not suitable for children under 3 years because of small parts - choking hazard.

miltonbradley.com



Created by
Sgt. Splat

PROOF OF PURCHASE



Memory
Touch•A•Doo
SpongeBob
SquarePants



©2008 Hasbro International Inc. All Rights Reserved. Hasbro, SpongeBob SquarePants and all related titles, logos and all content are trademarks of Hasbro International Inc.

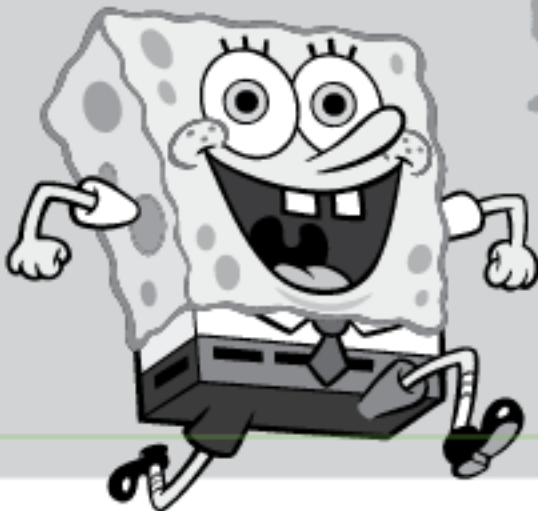
The HASBRO, MILTON BRADLEY and MB names and logos and HBI and TBU logos are TM, ® & © 2008 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & ® denote U.S. Trademarks. MEMORY games name featured under license from Hasbro/孩之宝. Colors and parts may vary from those pictured. Please retain our address for future reference. 52282-1

MEMORY[®]

Touch•A•Doo[™] Grand

For 1 Player
AGES 3+

NICK[®]
SpongeBob
SquarePants



CONTENTS

Memory Touch•A•Doo Game
2 "AA" Batteries

Batteries included. Replace with 2x L5V "AA" LR6 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

Make sure the switch on the top of the electronic unit is in the OFF position. Then locate the screen on the battery compartment, located on the interior of the unit, and remove the door. Insert 2 AA-size batteries (two is recommended) making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screen.



CAUTION:

TO AVOID BATTERY LEAKAGE

- 1) Be sure to insert the batteries correctly and always follow the game 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.

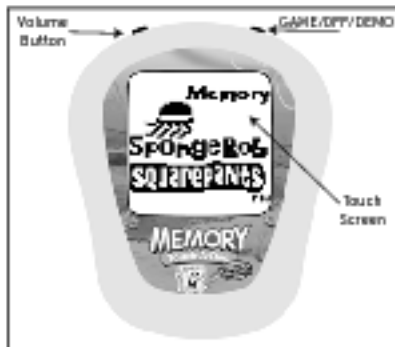
IMPORTANT BATTERY INFORMATION

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



CAUTION:

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 battery if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should the product cause, or be affected by, local electrical interference, remove it away from other electrical equipment. Sweet (switching off and back on again or removing and reinserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix them with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.



GET STARTED!

SpongeBob will guide kids from one game to the next by visiting his favorite places in Bikini Bottom. As he comes to each location, it will be highlighted with a blinking square. Select that location to play. SpongeBob will start with Classic Memory, and then move to Timed Memory, Plankton Memory and then the Bonus Puzzle, in that order. After completing all of the games, SpongeBob will start the series of games again, but each will now be a little more challenging!

THE GAMES

Classic Memory

The object of Classic Memory is to find pairs of matching picture cards in the fewest number of tries. After the cards are placed, touch one card to reveal the picture underneath. Touch another card to try to make a match. Continue matching pictures until you find them all. After each game, the screen will display the number of tries it took to complete the game. Next time try to finish in fewer tries!

Timed Memory

The object of Timed Memory is to find pairs of matching picture cards in the shortest amount of time. After the cards are placed, touch one card to reveal the picture underneath. Touch another card to try to make a match. Continue matching pictures until you find them all. But watch out for Plankton! He may come along to try to mix up the cards. Touch his hand to tell him to shoo! After each game, the screen will display the amount of time it took to complete the game. Next time try to beat your best time!

Plankton Memory

Plankton will place several cards in front of you, briefly showing you the picture under one of them. Follow that card as he shuffles them. When he's done, touch the card you think has that picture underneath. After each game, the screen will display the number of tries it took to complete the game. Next time try to finish in fewer tries!

Bonus Puzzle

In the bonus puzzle, a picture is scrambled up and you need to put it back together. Touch puzzle pieces to move them around to the right spots. If you need help, touch the camera icon in the upper left corner to see what the picture should look like.

