



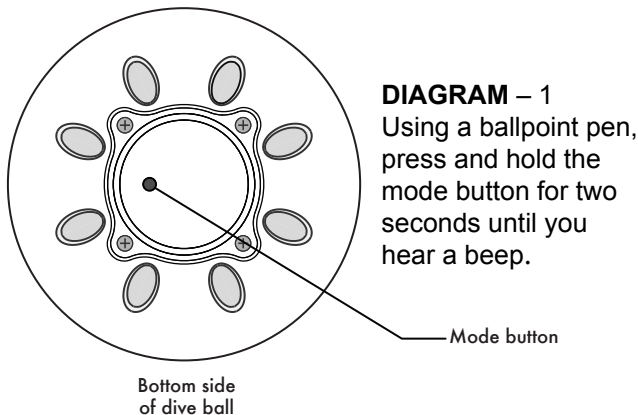
**Players:** 1+

**Ages:** 5+

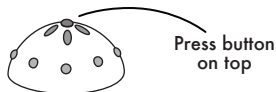
**Contents include:** 1 Sonic Search, 3 LR44 1.5 volt batteries, instructions

**IMPORTANT**

Setup: Before playing, Sonic Search must be switched from "Try Me" to "Play" mode. When you purchase Sonic Search, it is set to "Try Me" mode only. To switch Sonic Search to "Play" mode, insert the tip of a pen into the mode button (diagram 1). Hold down the button for two seconds, you should hear a beep. This beep indicates Sonic Search is ready for action!



**GAME BUTTON FUNCTIONS:**



To start: Press the button – it will say "Are you ready to Sonic Search?" You now have approximately 60 seconds until Sonic Search's alarm goes off.

To stop: Press the button – it will call out a time (if you stopped it before 60 seconds).

To repeat time: Once it is stopped, press the button again.

To reset timer: Press and hold the button for two seconds (it will beep to let you know the timer is reset).

\*Please note: If you do not stop the timer within the 60 second limit, Sonic Search will sound an alarm to help you find it. Press the button to stop the game, then press and hold the button for two seconds to reset the timer.

**GAME PLAY - HIDE AND SEEK (2 or more players):**

- 1) One player hides Sonic, presses the button to start the timer, and calls out "Go!" to the other player(s).
- 2) The other player(s) must seek out Sonic and press the

button to stop the timer. Sonic will call out the time it took to stop it (press the button again to repeat the time).

3) The player who found Sonic is now the hider and must press and hold the button for two seconds to reset it for a new game.

Playing the game: The Searcher listens for the underwater beeps to find where Sonic is hidden. The faster the searcher finds Sonic, the better time they receive. Just in case your friends don't believe your great time, you can press the button again to repeat how fast you found it. If you hear the alarm sound, Sonic has gone critical and will not give a time. Once everyone has been the Searcher, or after a set number of rounds (predetermined before play began), the player with the best time wins!

**GAME PLAY - RACE THE CLOCK (1 player):**

Find an adult or someone who will hide Sonic for you. Then, once it is hidden, jump in to see how good of a time you can get. Try and get a better time each time you play! If no one can help you hide Sonic, make sure the water is clear, close your eyes, press the button and toss Sonic into the water. Count to three (allowing Sonic to sink), open your eyes and go swim to find Sonic.

**HINTS:**

When hiding Sonic, you can either A: swim to a secret location and push the button to start the timer or B: you can press the button and toss it into a safe open area, letting it sink to its hiding place. Make sure the Searcher does not see where you hide Sonic! If you toss Sonic into the water to play, you HAVE to press the button first.

**WARNING:**

- Never swim without supervision of an adult or lifeguard.
- Never drop, throw, or roll Sonic Search at a hard surface. It may cause damage to the outside surface and the interior electronics.
- Never throw Sonic Search into the water near other people. Double-check the place you are tossing Sonic Search is clear.
- Make sure you do not jump onto any other swimmers or each other when all the Searchers jump in at once.

For battery replacement instructions and safety information, please see the other side of instructions.

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