

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 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.

PLAYSKOOL

AGES 2+
08851



Flip 'n Play Cell Phone™



 **x2** 1.5V AA/R6 size
BATTERIES INCLUDED

Replace with 2 x 1.5V "AA" or R6 size batteries.
Alkaline batteries recommended. Phillips/cross head
screwdriver (not included) needed to insert batteries.



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08851

P/N XXXXXX0000

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**Thank you for choosing this
unique PLAYSKOOL toy!**

TO PLAY IN "PHONE" MODE

Please follow these steps to have great pretend conversations!

NOTE: Before you start "phone" mode, be sure that the switch on the left side of the toy is in the down position as shown.



1. Turn the toy on by pressing any button on the keypad. The phone will play a welcome chime and a light show will appear on the screen.
2. Press the buttons on the keypad for different touchtone sounds.
3. After you are finished pressing the buttons, the toy will start to ring and begin a pretend conversation after the last ring. The toy will play one of four pretend conversations.
4. After the pretend conversation is finished, you may dial again to begin another conversation.

NOTE: If a button is not pressed for more than one minute, the toy will automatically shut off.

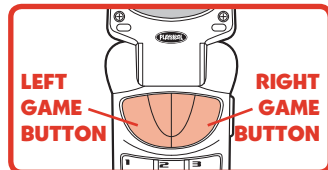
TO PLAY IN "GAME" MODE

Please follow these steps to play the Hungry, Hungry Hippos™ game!

NOTE: Before you start "game" mode, be sure that the switch on the left side of the toy is in the up position as shown.

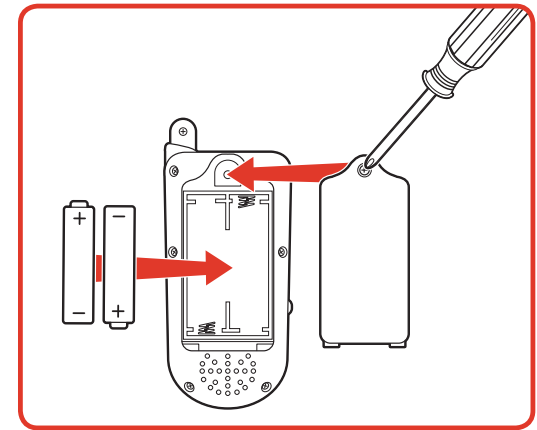


1. Press either game button to start the game.
2. Fruit will begin to fall from the top of the screen. Use the left and right game buttons (shown) to move the hippo and line him up with the falling fruit for a tasty meal!
3. Once you miss three fruits, the game is over. To start a new game, simply press either game button.



TO INSTALL BATTERIES

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Remove door. Remove and discard old batteries. Insert 2 fresh 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. 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.

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 item 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.

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