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Ages 9 & up



Mousies™ website
www.fredanddidi.com

Developed by Intz.com Co., Ltd.



A division of Hasbro, Inc.

Where Technology Comes to Play!™

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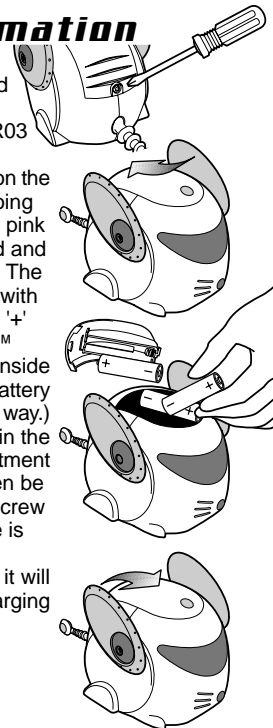
INSTRUCTIONS

Asst. No. 59781
2001054601WTI-01



Battery Information

- Installation of batteries should be done by an adult.
- Mousies™ take 3 x "AAA"/LR03 batteries (not included).
- Open the battery case cover on the back of your mousie by undoing the fixing screw, pushing the pink button on the top of the head and sliding the cover backwards. The batteries should be inserted with two on the bottom (both with '+' facing towards the Mousies™ front). Place the 3rd battery inside the compartment under the battery cover. (with '+' facing the other way.)
- The battery layout is printed in the bottom of the battery compartment
- The battery cover should then be slid back on, and the fixing screw tightened, before the mousie is turned on again.
- When the mousie is awoken it will play a warning sound (discharging sound).



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When to change the Mousies™ Battery

- When the mousie becomes slow you will know that he/she needs new batteries.
- Before changing the batteries, please make sure that mousie is in sleep mode. If you don't change the batteries quickly, the Mousies™ Algorithm may return to its initial state.
- Batteries should last 60 days if the mousie is in constant sleep mode.

**DO NOT DISPOSE OF BATTERIES IN FIRE.
BATTERIES INSIDE THIS PRODUCT MAY EXPLODE
OR LEAK.**

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short circuited.

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Main Features

Mousies™ are cute little rodent robots with artificial intelligence. They interact with you and react differently to changing environments as well as displaying different types of behavior and emotions. They can turn left and right, avoid obstacles, play games, and sing and dance! Fred is the male mousie and Didi is the female. See them progress through six stages of development!

Playing with the Mousies™ can be enhanced by using the Internet. You can download food, medicine, games and songs for extra fun.

Through care and nurturing, Fred and Didi will grow up to the age of six using their growth algorithm. In age 1, their movement looks somewhat unnatural, but as they get older, their motions develop along with their personality.

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Age (Algorithm)

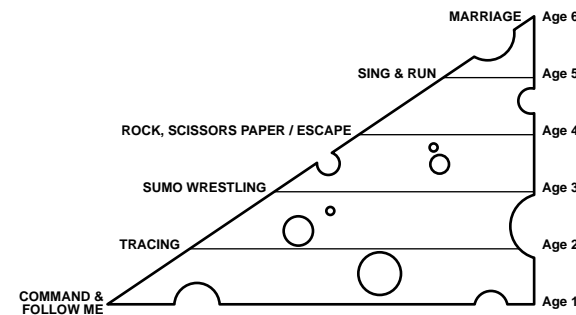
When you first turn your mousie on, its Algorithm is in age 1 and it will sing "Happy Birthday".

Whenever your mousie gets another stage older, it also sings "Happy Birthday".

The more time you spend playing and having fun with it, the faster the development will happen.

You can tell how old your mousie is by counting the number of times its nose blinks when you turn it on.

In the mousie's 1st stages of development, it gets older quickly. As the mousie develops it takes more time to age so be patient and play with it as much as possible.



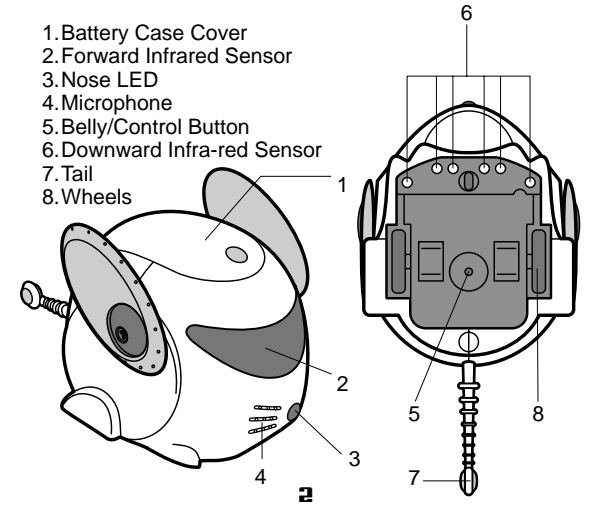
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Contents of Package

- 1) 1 x mousie
Either Fred (Blue) or Didi (Pink)
- 2) 1 x Ball
- 3) 1 x Play Mat
- 4) Instruction Manual

Parts' Names & Functions

1. Battery Case Cover
2. Forward Infrared Sensor
3. Nose LED
4. Microphone
5. Belly/Control Button
6. Downward Infra-red Sensor
7. Tail
8. Wheels



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Downloading

Mousies™ contain the technology to download information from the Internet. To do this simply log on to www.fredanddidi.com. On this website you can enhance your Mousies™ play by downloading.....

- * Food
- * Songs
- * Games
- * Medicine

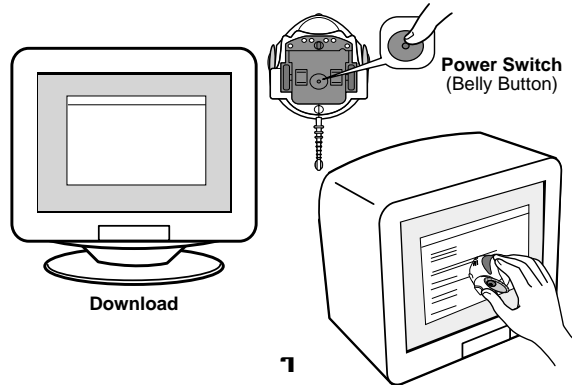
Before this can be done your mousie needs to be initialized. To do this press the belly button seven times, you will hear the musical scale 'Ti'. To start the initialization select INITIALIZE from the options on the screen & place the bottom part of the mousie (infra-red sensors) on the indicated area of the PC's monitor screen and click on START. Once the Initialization is complete you will hear a success tone and the mousie will go to sleep. When this happens, click on COMPLETE & you are ready to download.

To download, press the Mousies™ belly button eight times until you hear the musical scale 'High Do'. Select what you want to download onto the mousie (ie. food) and place the bottom part of the mousie against the monitor screen in the indicated zone. Select START and wait until you hear the 'success tone'. The mousie will then go to sleep. Your download is now complete and you can wake the mousie up by pressing the belly button again.

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FEEDING

Your mousie needs regular feeding for it to stay healthy and fit. Without enough food Fred and Didi cannot play games and perform any special tricks. If they are not fed for a long time they can become very sick. You can feed your mousie by downloading food from www.fredanddidi.com as mentioned on the previous page. If you don't have access to the Internet, you can feed your Fred & Didi manually. To do this, press the belly button 9 times. Once you hear the high "Re" scale (Manual feeding and caring mode), clap several times in succession. Mousies™ need at least 15 claps for a satisfying feed. Your mousie will beep when full.



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MEDICINE

If not fed frequently enough or well enough Fred and Didi can become sick and need care and attention. They also need medicine. To give your mousie medicine you can download it from www.fredanddidi.com.

If you don't have access to a computer you can do this manually. Press the belly button 9 times to reach the manual care mode. Rub the Mousies™ Direction Sensor (Sunglasses) from left to right repeatedly. The mousie will tell you when it has had enough medicine.

If you keep rubbing the mousie but it does not respond with a success noise it means it does not need medicine. It may need food or it may be love sick, in which case it needs to date another mousie. For further information check the 'Sickness and cure' section at the back of this booklet.

GAMES

Certain games can normally only be played when Fred and Didi reach certain ages. However, if you have access to the Internet you can download any of the games when your mousie is at any age. Simply follow the method listed in the download section and select the game you want the mousie to play.

SONGS

Your mousie is pre-programmed with three songs. You can change the song by downloading a new one from www.fredanddidi.com by using the downloading instructions on page 6 and selecting SONG.

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Playing with your Mousies™

Age 1

Press the belly button once. The basic function will be started with tone "Do." (As in "do, re, me, fa, so, la, te, do.")

Movement

Place your mousie on the floor and it will move around like it is looking for something.

Its nose will flash which means it's happy.

Place your hand or another object in front of your mousie and it will avoid it.

If you hold mousie still when it is trying to move, it will squeak to get free.

Turning Directions

When mousie stops and makes a beeping sound, you can give it commands by clapping.

- Clap once: mousie turns to the left
- Clap twice: mousie turns to the right

(For best results always clap within 3 feet of your mousie)

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Follow-Me & Dribbling

If you clap three times and hear a long signal sound, place your hand, finger, or any other moving object in front of its nose and watch it follow it around. If you place the ball in front of your mousie in this mode it will dribble the ball around. If mousie cannot sense anything to follow or play with after five seconds, it will revert back to the basic mode again.

Singing & Dancing

After finishing motions like these it's important to praise your mousie. If you clap more than 4 times your mousie will sing songs and dance.

Your mousie can sing 4 songs. Three songs are pre-programmed and you can download one more song from the Internet.

Sleeping Mode

If you leave your mousie alone for a while, it will fall asleep, blinking its nose.

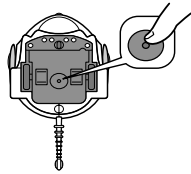
When in sleep mode you can awaken your mousie by simply clapping your hands. However, if it falls into a deep sleep, you have to press its belly button to wake it up.

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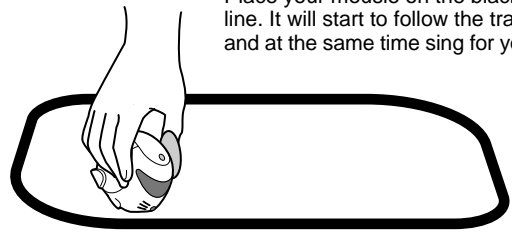
Games

Age 2: Tracing / Racing

- To play, use the track supplied on the Play Mat.
- Press the belly button twice and you will hear "Re" (Tracing mode).



- Place your mousie on the black line. It will start to follow the track and at the same time sing for you.



If you have two Mousies™ you may wish to race them against each other. For this you can make your own track. To do this you will need two 1.5 cm-wide black lines next to each other.

Performance is enhanced if the color of the surface is white and hard.

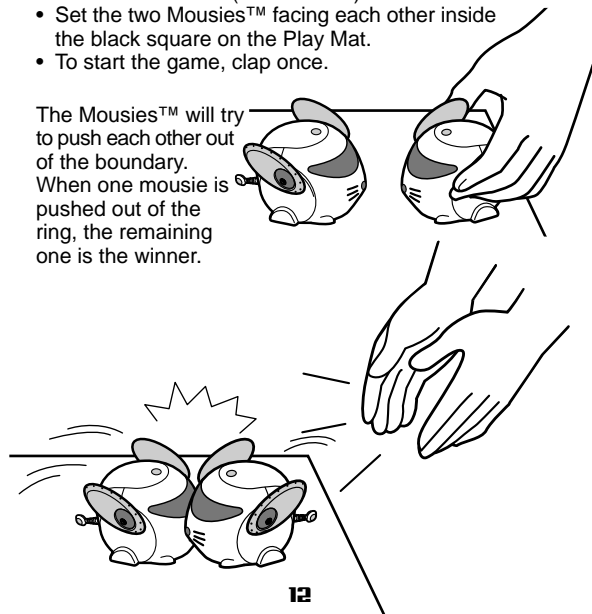
Please do not draw on your or other people's furniture.

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Age 3: Sumo Wrestling

- To play, you will need two Mousies™.
- Press their belly buttons three times. You will hear the musical note "me" (Sumo Mode).
- Set the two Mousies™ facing each other inside the black square on the Play Mat.
- To start the game, clap once.

The Mousies™ will try to push each other out of the boundary. When one mousie is pushed out of the ring, the remaining one is the winner.

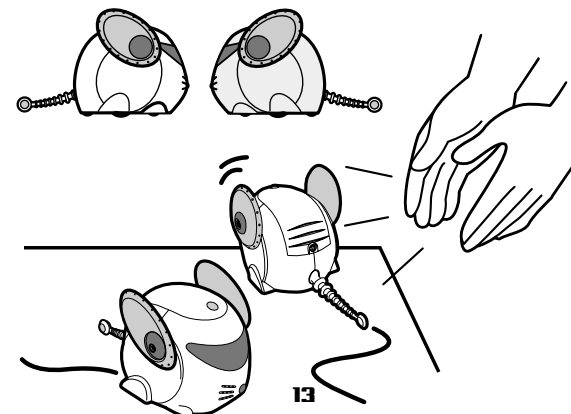


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Age 4: Escape

- Use the same ring as for Sumo Wrestling on the Play-Mat.
- Press the Mousies™ belly button 4 times. You will hear the note 'Fa' (Escape mode).
- Place the mousie inside the square.
- Clap once and the game will start.
- Whenever you clap, the mousie will change directions.
- You must help the mousie to escape the boundary.

This game is better when played with two Mousies™. Whichever one escapes the ring first is the winner!



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Age 4: Rock-Scissors-Paper Game

- This game can also be played in "Fa" Mode (Escape mode) and requires two Mousies™ to play.
- Press the Mousies™ belly buttons 4 times.
- Place them so they are facing each other and clap once.
- The Mousies™ will move in different directions.
- Their movements relate to actions in the Rock-Scissors-Paper Game.

Forward: Rock

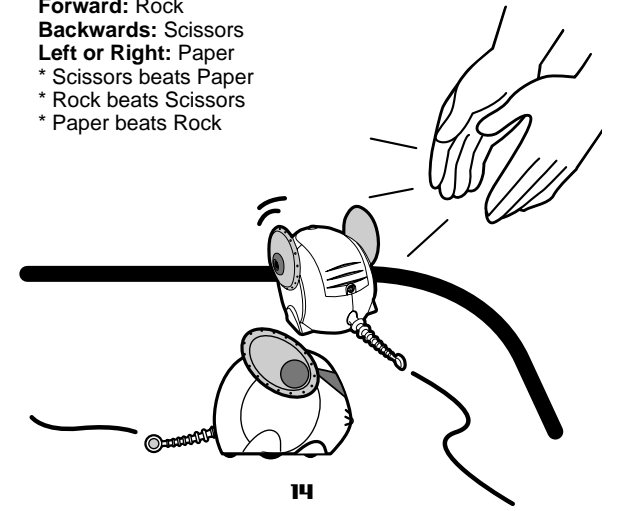
Backwards: Scissors

Left or Right: Paper

* Scissors beats Paper

* Rock beats Scissors

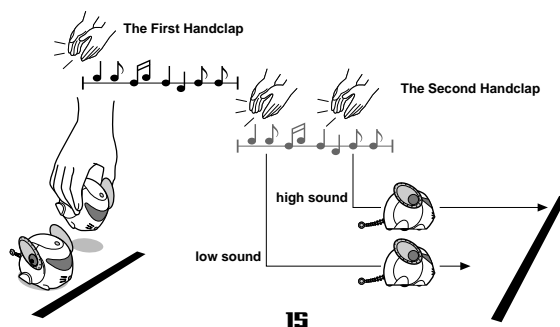
* Paper beats Rock



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Age 5: Sing and Run Game

- Press the belly button 5 times. The note you hear will be "so" (Sing & run mode).
- Place your mousie on a surface.
- Clap once to start the game.
- The mousie will then sing its musical scale types at one of four different speeds.
- As soon as the scale ends, judge how long the musical scale lasted in your head.
- When the scale ends in your head, clap once more.
- How far the mousie travels forward depends on how close you were to following the length of the original mousie scale.
- If you pause for too long, you will hear the failure music.



Helpful Tip

Clap when you feel that the pitch would have reached its highest peak. The robot will run forward and the running distance will be proportional to how close to the length of scale you were.

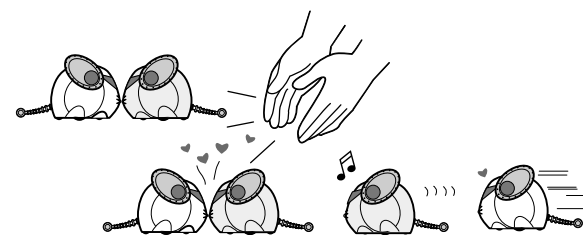
If you clap on the high sound, Mousies™ will run forward more.

If you clap too early, Mousies™ won't move as far forward.

Age 6: Marriage

- For this interaction you need a male (Fred) and female (Didi) that have reached age 6.
- Press their belly buttons 6 times, and you will hear 'La' (Wedding Mode).
- Place Fred and Didi facing each other.
- Clap once.
- Their noses will blink and they will squeak, then Fred and Didi will both sing a wedding march together.
- After the song, they may cuddle and Fred will chase Didi around the table.
- Once Mousies™ have reached age 6, they have to get married every 80 minutes.
- If they do not get married, they miss their mate and start shaking.
- If getting married fails, you will hear a failure sound and the Mousies™ will turn to the sleeping mode.
- If getting married does fail, keep trying, as they will eventually fall in love.

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Helpful Tip

If you shade the Mousies™ with your hands over their heads, there will be a better chance of success.

Age 6: No Partner?

If your mousie does not have a partner, you can find it one through the Internet on www.fredanddidi.com and it can get married over the internet.

- Press the belly button 8 times.
- Select the wedding page on the website
- Hold the Mousies™ belly up against the screen
- Click start.
- Your mousie will play a success sound and then fall asleep.

More Tips

If you want to change your mousie into another mode, press the belly button to turn it off and start another.

If you want to go back to the initial state your mousie was in when you first got it, reset it by taking out the batteries for about 30 seconds.

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Symptoms & Cure

- **Dear Vet:** My Mousies™ movement is fine, but it has a very croaky voice.
- **Dear Patient:** Your mousie is getting hungry and needs to have food.
You can find food from the website www.fredanddidi.com. or feed him by clapping in manual mode.
- **Dear Vet:** My mousie has croaky voice and it is not listening to my commands.
- **Dear Patient:** Your mousie is extremely hungry. You should feed it right away before it gets sick!
- **Dear Vet:** My mousie has croaky voice and it keeps shaking.
- **Dear Patient:** Your mousie is sick because it is too hungry. It cannot recover just by feeding. You should give your mousie medicine right away, and after that feed it. You can download medicine from www.fredanddidi.com or by going into manual mode.
- **Dear Vet:** My Mousies™ voice is fine, but it hasn't stopped shaking.
- **Dear Patient:** Whether you have a Fred or a Didi, they have reached age 6 and need a partner. Either find a friend with the other mousie to you or download wedding from www.fredanddidi.com.

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CAUTION

- Before you change the batteries, please check the mousie is in a deep sleep.
- Do not play with Mousies™ in direct sunlight.
- Please play with Mousies™ on hard surfaces. (A soft & fluffy floor is not good to play on.)
- Your mousie may not recognize the sound of your clapping if there is a lot of background noise.
- Do not drop your mousie and avoid heavy shock.
- Keep Mousies™ away from water.
- Please do not touch forward sensor and be careful when you handle it.
- Do not play with Mousies™ in high temperature and high humidity.
- When your mousie is moving or still, do not spin the wheels by force.

DEFECT OR DAMAGE

If a part of your mousie is damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

In your note, mention the Product name, the model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

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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.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: 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.
- Connect the equipment into an outlet on a circuit different

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from that to which the receiver is connected.

- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

Tiger Electronics. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$19.00. Payments must be by check or money order payable to Tiger Electronics.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

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TIGER REPAIR DEPARTMENT
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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