

SHERLOCK
HIDE & SEEK PUPPY

Ages 3+ Years

Please read these instructions carefully before use.
Retain instructions for future reference

WARNING! Remove all packaging and any plastic ties before giving toy to your child.

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.

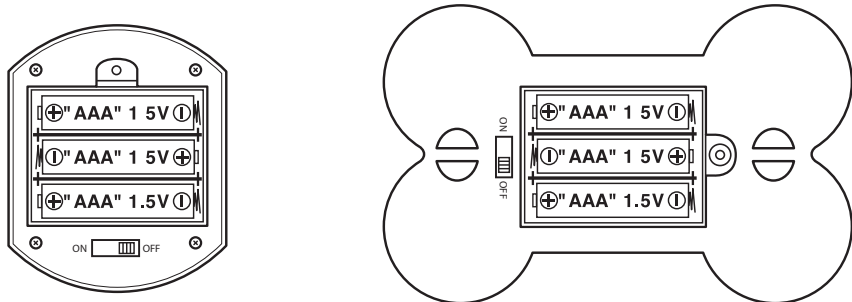


Getting started:

Sherlock requires 3 x "AAA" 1.5V alkaline batteries.
Remote requires 3 x "AAA" 1.5V alkaline batteries.

Batteries must only be fitted and removed by an adult.

Locate the battery compartment opening at the bottom of Sherlock and the remote. Using a suitable screwdriver remove the battery compartment lid.



Insert batteries per illustration. Ensure batteries are inserted using the correct polarity.
Replace battery compartment cover and tighten screw. Ensure the plush fabric opening is securely closed.

Operation:

2 Players

Player 1: Hides Sherlock and uses the remote to give player 2 clues

Player 2: Listens to hear Sherlock's voice and follows the clues to find him

How to work Sherlock:

- Turn the switch to "ON" on the remote to activate the wireless function
- Turn the switch to "ON" on Sherlock and he will say: "Hi my name is Sherlock, let's play hide and seek together." The wireless function is now activated.
- Player 1 hides Sherlock.
- When Sherlock is ready and in his hiding place, press the button on the controller and he'll say "Come and Find Me". The motion sensor is now activated.
- Player 1 can give more clues by pressing the button on the remote to hear the below phrases:
 - Where are you?
 - Giggle
 - Psst... I'm over here
 - Keep Looking... you're getting closer!
 - Barking
 - I love playing Hide and Seek
 - Are you sure you've looked everywhere because I'm still hiding?
 - I'm getting tired! Hurry up and find me!
 - Snoring
- When Sherlock is picked up, the motion sensor will make him say "You found me, you're so clever! Let's play again! "

****If Sherlock is idle for 5 minutes, he will go to sleep mode. Shake Sherlock to wake him up.****

CAUTION!

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision. Rechargeable batteries are to be moved from the toy before being charged. Different types of batteries or new and used batteries are not to be mixed. 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.
- Do not dispose of the batteries in fire; batteries may explode or leak. Dispose of batteries responsibly.

Washing instruction:

- Surface clean only with a damp cloth. Keep moisture away from the battery compartment.

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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.

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 and 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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio or TV technician for help.