

EXHIBIT E
SYSTEM MANUAL

Installing the Radio Cartridge

Instructions for installing the radio cartridge differ, depending on which ActiMates™ character you have. If you have a Microsoft ActiMates Interactive Teletubby, see the instructions below. If you have Microsoft ActiMates Interactive Barney™, Arthur®, or D.W.™, turn the page for instructions.

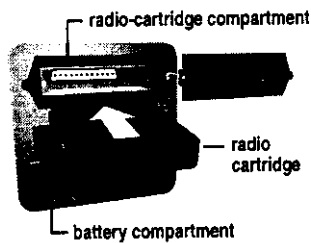
Note The radio cartridge only needs to be installed once. After you've installed the radio cartridge, you won't need to remove or replace the cartridge.

For Interactive Teletubbies™

Follow the steps below to insert the radio cartridge into your Interactive Teletubby.

To insert the radio cartridge

- 1 Turn your Teletubby face down and open the Velcro-secured flap to reveal the yellow door to the radio-cartridge compartment, which is the smaller of the two doors.
- 2 Use a small Phillips screwdriver to remove the screw that secures the door to the radio-cartridge compartment.
- 3 Open the compartment door, and slide the radio cartridge into the compartment as shown in the figure below. Make sure you push firmly, so that the cartridge is pushed in as far as it will go.
- 4 Close the radio-cartridge compartment door, and secure it by tightening the screw.



Note To follow along with this diagram, orient the Teletubby so that the door to the radio-cartridge compartment opens to your right.

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ships inside
the filament
package.

For Interactive Barney, Arthur, and D.W.

Follow the steps below to insert a radio cartridge into your ActiMates interactive Barney, Arthur, or D.W. character.

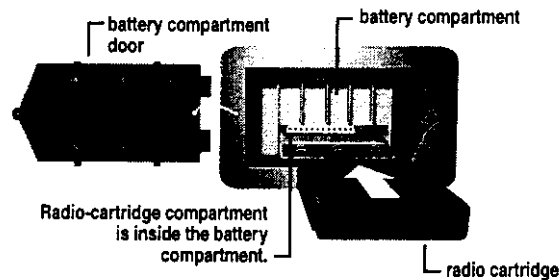
Note Some previous versions of Interactive Barney, Arthur, and D.W. contain a built-in radio cartridge, and therefore do not require that you install a separate radio cartridge. Follow steps 1-3 below to determine if your Interactive Barney, Arthur, or D.W. character requires that you install a separate radio cartridge.

To insert the radio cartridge

- 1 Turn your ActiMates character upside down, and lift the Velcro-secured flap to reveal the door to the battery compartment.
- 2 Use a small Phillips screwdriver to remove the screw that secures the door to the battery compartment.
- 3 Open the battery compartment door, and temporarily remove the batteries to reveal the yellow door to the radio-cartridge compartment.

Note If you don't see a yellow door to the radio-cartridge compartment, then your Interactive Barney, Arthur, or D.W. character already contains a built-in radio cartridge, and you do not need to install a separate radio cartridge. In that case, skip to step 6 below. If you do see a yellow door, continue with steps 4-6 below.

- 4 Remove the screw that secures the door to the radio-cartridge compartment, and open the compartment door. Slide the radio cartridge into the compartment as shown in the figure below. Make sure you push firmly, so that the cartridge is pushed in as far as it will go.



Note To follow along with this diagram, orient the ActiMates character so that the door to the battery compartment opens to your left.

- 5 Close the radio-cartridge compartment door, and secure it by tightening the screw.
- 6 Insert the batteries back into the battery compartment, making sure that you orient them properly. Close the battery compartment door, and secure it by tightening the screw.

Note For troubleshooting tips, please see the manual that came with your ActiMates TV Pack or PC Pack.

Radio Interference Information

The Microsoft ActiMates interactive character, the ActiMates TV Pack Transmitter, the ActiMates PC Pack Transmitter, and the ActiMates Radio Cartridge comply with Part 15 of the U.S. Federal Communications Commission (FCC) Rules. Operation is subject to the following two conditions: (1) these devices may not cause harmful interference, and (2) these devices must accept any interference received, including any that causes undesired operation.

This Class B digital apparatus complies with ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

For detailed information on U.S. and Canadian radio interference regulations, please see the "Radio Interference Information" section of the Getting Started manual included with your ActiMates character.

Note For use in the United States and Canada only. Radio frequency allocations differ in other countries.

Warranty Information

For terms of the warranty covering the radio cartridge, please see the warranty included in the Getting Started manual that came with your ActiMates character.

Microsoft Product Support Services

For information on how to contact Microsoft Product Support Services, please see the the Getting Started manual that came with your ActiMates character.

For information about Microsoft ActiMates products, visit our Web site at <http://www.microsoft.com/actimates/>.

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