

Welcome!

Your ActiMates™ Interactive Teletubby from Microsoft® does what any good learning partner would do—makes learning fun! Interactive Teletubbies™ were created especially for very young children. They promote learning and stimulate thinking by using music, animations, and open-ended and creative games that have no right or wrong answers. Interactive Teletubbies encourage children to explore, experiment, and discover patterns on their own.

2 Ways to Use Interactive Teletubbies

Your Interactive Teletubby is brought to life with Microsoft's Realimation™ animation technology. With Realimation, children can play with the Interactive Teletubby in two different ways:

- **As a stand-alone character.** Your Interactive Teletubby has lots of games and tunes in store for your child. Just squeeze a hand or foot or press the tummy and watch what happens on the Teletubby screen!
- **With Teletubbies videos and the Teletubbies television series.** The ActiMates TV Pack is an accessory for ActiMates interactive characters. With the TV Pack, your Interactive Teletubby can interact with specially encoded Teletubbies videotapes and daily PBS® broadcasts of the Teletubbies television series. If you have more than one Interactive Teletubby, they can all interact with the Teletubbies video or TV show at the same time!

The TV Pack works with all Microsoft ActiMates characters. It includes a videotape, a transmitter that plugs into your VCR, and a radio cartridge that inserts into your ActiMates character. Simply connect the transmitter, insert the radio cartridge, and you're ready to go!

Note If you already have the ActiMates TV Pack, it will work with your Interactive Teletubby. See page 4 for more information.



Warning Possible entanglement or strangulation injury if strung across a crib or playpen. Do not attach across a crib or playpen.

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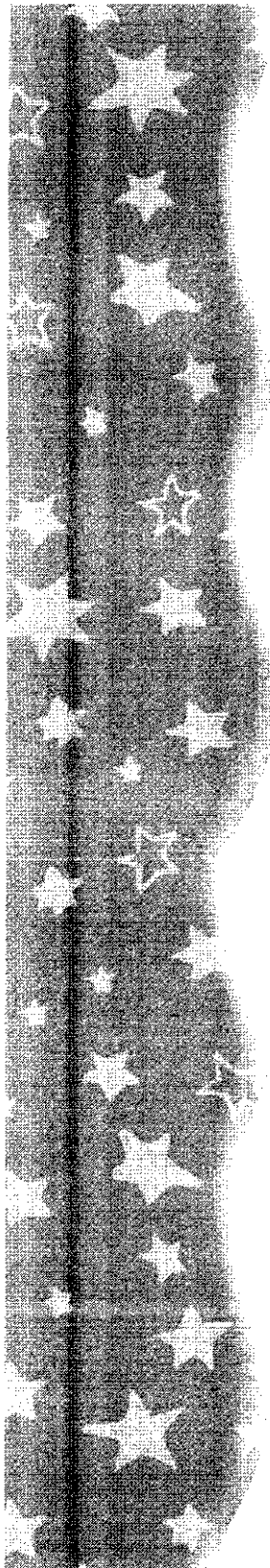


The Microsoft ActiMates TV Pack is sold separately at your retail outlet.

To find out if PBS television broadcasts are ActiMates compatible in your area, check the ActiMates Web site at <http://www.microsoft.com/actimates>.

Look for this symbol on videotape packages.





Turning Your Interactive Teletubby On and Off

Turn your Teletubby "on" (HAND, FOOT, or TUMMY)

To turn your Interactive Teletubby on, squeeze one of the hands or feet or press the tummy.

Turning your Teletubby on with a tummy press starts baby play mode, as described below.

Turn your Teletubby "off" (FOOT + TUMMY)

To turn your Interactive Teletubby off, squeeze one of the feet and press the tummy at the same time.

Note Your Teletubby will turn off automatically after approximately thirty seconds if nobody is playing with it.

Playing with Your Interactive Teletubby

Your Interactive Teletubby has sensors in its hands, feet, and tummy that let children choose the games and tunes the character plays. Even the youngest children can participate in the Teletubby activities. If there are no sensor squeezes after a few seconds, new games or tunes start automatically.

There are three ways children can use this Interactive Teletubby:

Play a game (HAND or FOOT)

No matter which hand or foot children squeeze, the Teletubby will play games, display pictures, or play silly sounds. By squeezing the hands and feet in different orders, children can discover new patterns, create unique images, and even compose their own songs.

To start a new game, squeeze one of the hands and one of the feet (HAND + FOOT) at the same time.

Hear a tune (TUMMY)

Once the Teletubby has been turned on using a hand or foot squeeze, children can press the tummy to hear thirteen different tunes, each with a unique animation. Each tune is played with three different musical instruments: the piano, clarinet, and tuba. The rhythms and patterns of the different songs and animations stimulate young eyes and ears, and the use of different instruments teaches about similarities and differences in music.

Play mode for babies

Very young babies are just learning to grasp and squeeze, but they can easily press the tummy sensor. To make play fun for babies, the tummy can be used in a special play mode that runs through a set of songs and simple games by repeatedly pressing the tummy.

To start this special play mode, just turn on your Teletubby with a tummy press rather than a hand or foot squeeze. A hand or foot squeeze turns off baby play mode and allows children to play games and hear tunes as described above.

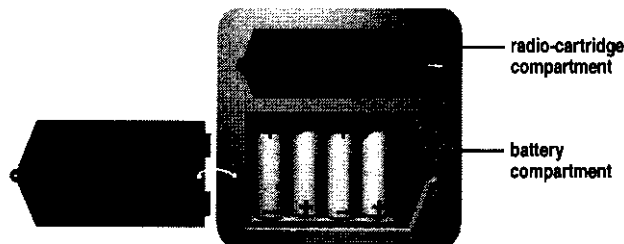


Installing the Batteries

Your Interactive Teletubby includes four AA-size alkaline batteries. For best performance, we suggest that you change the batteries right away, using alkaline batteries. Other types of batteries will work, but they won't last as long.

To insert the batteries

- 1 Turn your Teletubby face down and open the Velcro-secured flap to reveal the door to the battery compartment, which is the larger of the two doors.
- 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 insert the batteries. Make sure you orient the batteries with the negative (-) ends against the springs inside the battery compartment.
- 4 Close the battery compartment door and secure it by tightening the screw.



If your Teletubby doesn't turn on when you squeeze its hand or foot or press its tummy, check that all the batteries are fresh, and that all the batteries are oriented properly in the battery compartment. It may help to take the batteries out and insert them again to make sure all batteries are oriented correctly. **If the batteries are not inserted properly, your Teletubby will not work!**

Notes About Batteries

- Keep batteries out of reach of children. Don't allow your child to play with the Teletubby until the battery compartment door has been closed and secured.
- Don't mix old and new batteries, or batteries of different types (for example, carbon and alkaline batteries.)
- Always remove old, weak, or worn-out batteries promptly and dispose of them in accordance with your local ordinances.
- If a battery leaks, remove all batteries and dispose of them in accordance with your local ordinances. Before inserting new batteries, thoroughly clean the battery compartment with a damp paper towel, or follow the battery manufacturer's recommendations for cleanup. If fluid from the battery comes into contact with skin or clothes, flush with water immediately.
- Remove the batteries if your Teletubby is to be stored for longer than a month without being used.



★ Batteries must always be installed by an adult.

★ Change the batteries if your Teletubby's speech becomes slurred or distorted, or if the tummy display becomes dim. For example, replace them with Energizer brand batteries.

Energizer
POWER

★ Important: Before boarding any aircraft, remove your Teletubby's batteries.

Your Interactive Teletubby is an electronic toy and can emit radio frequency (RF) energy, much like an AM/FM radio, whenever the batteries are installed, even if your Teletubby is timed off.

Installing the Radio Cartridge for Use with the TV Pack Accessory

Important You do not need a radio cartridge to play with your Interactive Teletubby as a stand-alone toy. The cartridge is only required if you want to use your Interactive Teletubby in combination with the ActiMates TV Pack accessory, ActiMates-compatible *Teletubbies* videos, and the *Teletubbies* television series.

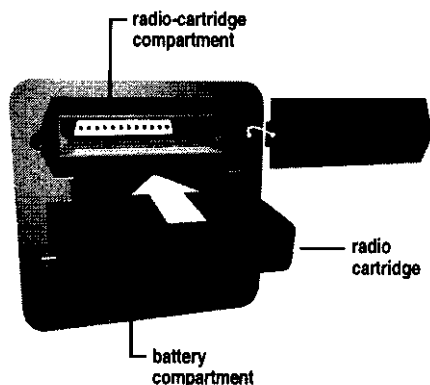
The ActiMates TV Pack accessory works with all Microsoft ActiMates interactive characters. To use your Interactive Teletubby with the ActiMates TV Pack, you must insert a radio cartridge into your Interactive Teletubby. The radio cartridge is included with the Microsoft ActiMates TV Pack, which is sold separately.

If your TV Pack did not include a radio cartridge, or if you need additional radio cartridges for other ActiMates characters, use the ActiMates Radio Cartridge order form at the back of this manual to order additional cartridges.

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

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 your Teletubby so that the door to the radio-cartridge compartment opens to your right.



Troubleshooting Tips

If your Interactive Teletubby isn't working

- Squeeze your Teletubby's hand to make sure it's turned on.
- If your Teletubby doesn't say a greeting when you squeeze its hand, check that all batteries are fresh, and that all the batteries are oriented properly in the battery compartment. It may help to take the batteries out and insert them again to make sure they're oriented properly. If the batteries are not inserted properly, your Teletubby won't work!

If your Interactive Teletubby's speech slows down or becomes stuttered, or if the display becomes dim

- Install fresh batteries, as described on page 3. When the batteries get low, your Teletubby's speech will become slurred or stuttered, and the tummy display may become dim. Change or recharge the batteries when this occurs.

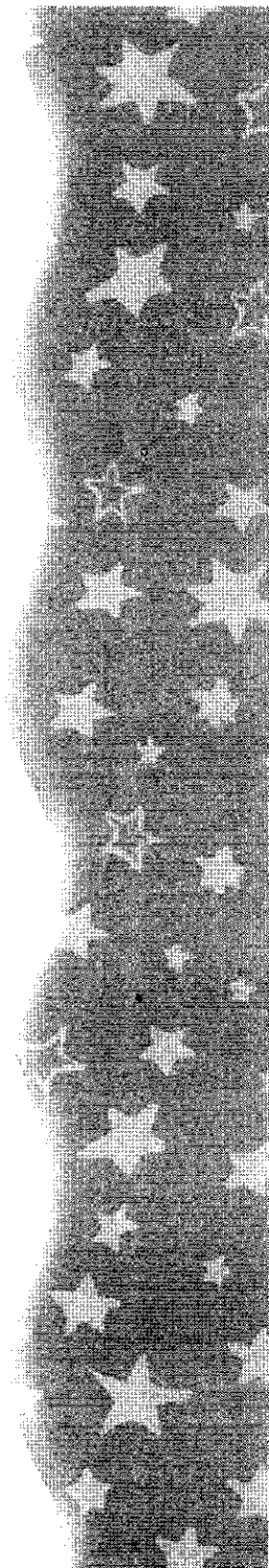
If your Interactive Teletubby isn't working with the TV

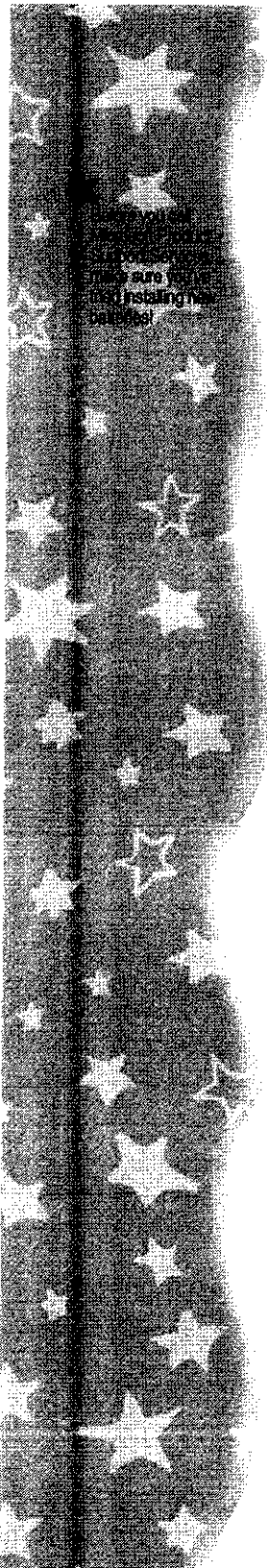
- Make sure you've installed the radio cartridge inside your Interactive Teletubby, as described on page 4.
- Make sure you've properly connected the TV Pack Transmitter to your VCR, according to the setup instructions in the TV Pack Getting Started manual.
- See the TV Pack Getting Started manual for more TV viewing tips.

Caring for Your Interactive Teletubby

Although your Interactive Teletubby is a "stuffed toy," it is also a sophisticated electronic and mechanical device. Every attempt has been made to assure that your Interactive Teletubby is safe and durable. However, there are a few guidelines you should follow to ensure that your Interactive Teletubby has a long and happy life.

- Clean your Interactive Teletubby with a soft damp cloth. Never dry clean, machine wash, or tumble dry!
- Never saturate or immerse your Interactive Teletubby in water.
- If your Interactive Teletubby does get wet, remove the batteries and let it dry completely before using it.
- After changing the batteries or inserting the radio cartridge, always securely tighten the screw to the compartment door.
- Never leave your Interactive Teletubby in a car on a hot day or on a cold night when the temperature is below freezing.
- Never leave your Interactive Teletubby in the rain or snow.





Microsoft Product Support Services

If you have a technical question, you can get your question answered quickly through one of several options.

Online support

Use Support Online to find information you need online. Innovative wizards provide step-by-step guidance so you can diagnose and solve problems yourself. To begin your search, go to <http://support.microsoft.com/support/>.

Telephone Support

Standard No-Charge Support—for help during regular business hours

Receive assistance directly from a support engineer to solve your issue. Please call one of the following numbers.

In the U.S.: (425) 635-5043

6:00 A.M. - 6:00 P.M. Pacific time,
Monday - Friday, excluding
holidays

In Canada: (905) 568-3503

8:00 A.M. - 8:00 P.M. eastern time,
Monday - Friday, excluding
holidays

For questions about the ActiMates character or the TV Pack Transmitter and Radio Cartridge, you are eligible for 90 days of Standard No-Charge Support which begins the first time you speak with an engineer. (For example, if the ActiMates character is not making any sound, or if you have the ActiMates TV Pack, but the ActiMates character is not responding to cues from the ActiMates-compatible video.)

Pay-Per-Incident Support—for help after hours

If you need help from a support engineer after hours, or if you have used up your Standard No-Charge Support, you can purchase Pay-Per-Incident Support. Support fees will be billed to your VISA, MasterCard, or American Express card.

For questions about the ActiMates character or TV Pack:

In the U.S.

for \$35US per incident

(800) 936-5700,

24 hours a day, seven days
a week, including holidays

In Canada

for \$45CDN + tax per incident

(800) 668-7975

8:00 A.M. - 8:00 P.M. eastern time,
Monday - Friday, excluding holidays

Email support

You can submit questions 24 hours a day and will receive a response from a support engineer within one business day. To submit your question, go to <http://support.microsoft.com/support/> and select Web Response. Web Response is available for both Standard No-Charge Support and Pay-Per-Incident Support.

Text telephone (TTY/TDD) services

In the United States, dial (425) 635-4948, 6:00 A.M. - 6:00 P.M. Pacific time, Monday - Friday, excluding holidays or in Canada, dial (905) 568-9641, 8:00 A.M. - 8:00 P.M. eastern time, Monday - Friday, excluding holidays.

Support outside the United States and Canada

The support options described here are available in the United States and Canada only. For information on support available in other countries, contact the Microsoft subsidiary nearest you. A listing of Microsoft worldwide subsidiaries is available at <http://www.microsoft.com/support/>.

The services and prices listed here are available in the United States and Canada. Support outside the United States and Canada may vary. Microsoft's support services are subject to Microsoft's then-current prices, terms, and conditions, which are subject to change without notice.



Limited Warranty and Limitation of Liability

LIMITED WARRANTY. Microsoft warrants that on the day you receive the Hardware Device and for the next 90 days thereafter, under normal use and service, (a) the Hardware Device will be substantially free from defects in materials and workmanship, and (b) any Support Services provided by Microsoft shall be substantially as described in applicable written materials provided to you by Microsoft, and Microsoft support engineers will make commercially reasonable efforts to solve any problem issues.

You also have an implied warranty and/or condition, **but only as to defects discovered during the period of this Limited Warranty, and only if an implied warranty or condition is created by your state/jurisdiction and federal or state/provincial law prohibits disclaimer of it. As to any defects discovered after the 90 day period, there is no warranty or condition of any kind.** Some states and jurisdictions do not allow limitations on duration of an implied warranty or condition, so the above limitation may not apply to you.

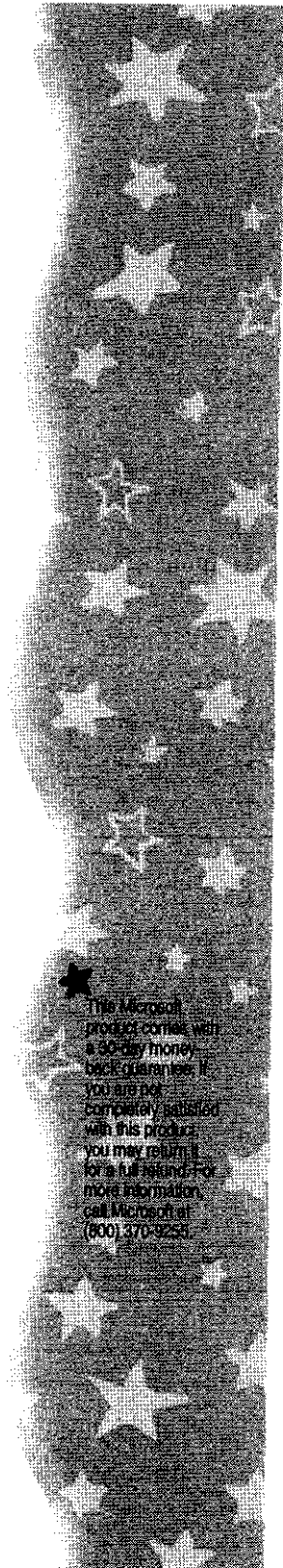
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REGISTRATION. You need not return the warranty registration card for this Limited Warranty to be effective.

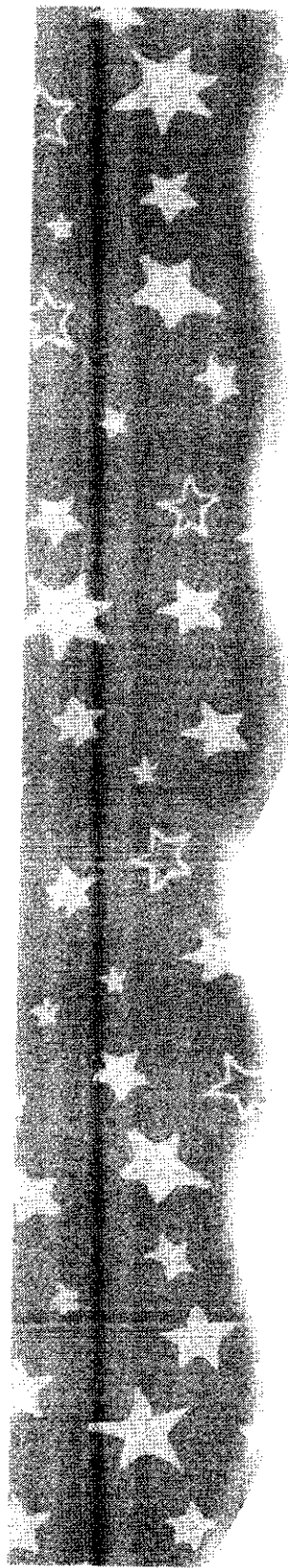
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YOUR EXCLUSIVE REMEDY. Microsoft's and its suppliers' entire liability and your exclusive remedy with respect to the Hardware Device shall be, at Microsoft's option, either (a) return of the price paid (if any) for, or (b) repair or replacement of the Hardware Device that does not meet this Limited Warranty and which is returned to Microsoft with a copy of your receipt of purchase. You may exercise this remedy without charge, except that you are responsible for any expenses you may incur. This Limited Warranty is void if failure of the Hardware Device has resulted from accident, abuse, or misapplication. Any replacement Hardware Device will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. To exercise your remedy, contact Microsoft at: Microsoft Sales Information Center, One Microsoft Way, Redmond, WA 98052-6399.

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This Microsoft product comes with a 30-day money back guarantee. If you are not completely satisfied with this product, you may return it for a full refund. For more information, call Microsoft at (800) 370-9253.



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GOVERNING LAW. If you acquired the Hardware Device in the United States of America, the laws of the State of Washington, U.S.A., will apply to this contract. If you acquired this Hardware Device outside of the United States of America, then local law may apply.

If you acquired this product in Canada, except where expressly prohibited by local law, the laws in force in the Province of Ontario, Canada will apply to this contract and each of the parties hereto irrevocably attorns to the jurisdiction of the courts of the Province of Ontario and further agrees to commence any litigation which may arise hereunder in the courts located in the Judicial District of York, Province of Ontario.

QUESTIONS. Should you have any questions, or if you desire to contact Microsoft for any reason, please contact the Microsoft subsidiary serving your country, or write: Microsoft Sales Information Center, One Microsoft Way, Redmond, WA 98052-6399.

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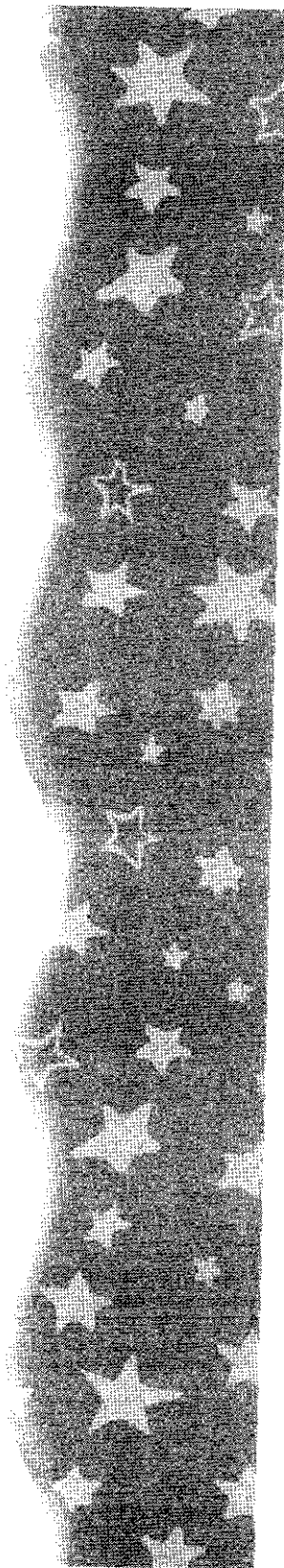
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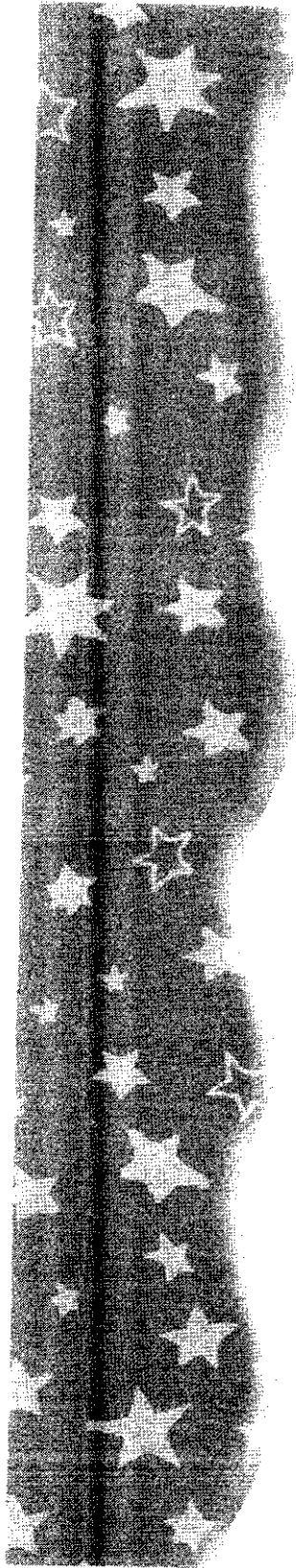
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Si vous avez acquis ce produit au Canada, sauf si les lois locales interdisent expressément les conditions de cette Garantie Limitée, les lois en vigueur dans la





province d'Ontario, Canada, régissent cette convention et chacune des parties à la présente reconnaît irrévocablement la compétence des tribunaux de la province d'Ontario et consent à instituer tout litige qui pourrait découler de la présente devant les tribunaux situés dans le district judiciaire de York, province d'Ontario.

QUESTIONS. Si vous avez des questions, ou si vous désirez communiquer avec Microsoft pour quelque raison que ce soit, veuillez contacter la succursale Microsoft desservant votre pays, ou écrire à: Microsoft Sales Information Center, One Microsoft Way, Redmond, WA 98052-6399.



Radio Interference Information

United States Radio and TV Interference Regulations

The Microsoft ActiMates Interactive Character, the ActiMates Radio Cartridge, and the ActiMates TV Pack Transmitter 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 that may cause undesired operation.

When used together, the ActiMates Character, the Radio Cartridge, and the Transmitter emit radio frequency (RF) energy. If not installed and used in strict accordance with the instructions given in the printed documentation, the ActiMates Character, the Radio Cartridge, and the Transmitter may cause harmful interference with other radio-operated devices' reception. Any cable that is connected to the Transmitter must be a shielded cable that is properly grounded. (The cable supplied with the Transmitter is properly grounded.)

The ActiMates Character, the Radio Cartridge, and the TV Pack Transmitter have been tested, and they comply with the limits for a Class B computing device in accordance with the specifications in Part 15 of the U.S. FCC rules. These limits are designed to provide reasonable protection against harmful RF interference in a residential installation. There is, however, no guarantee that RF interference will not occur in a particular installation.

To determine if the ActiMates Character (with the Radio Cartridge installed) or the Transmitter is causing interference to other radio-operated devices (for example, baby monitors, cordless phones, radio-controlled toys, etc.), disconnect the Transmitter power cord. If the interference stops, it was probably caused by the Transmitter.

If the ActiMates Character or the Transmitter causes interference to other radio-operated devices in your home, try the following measures to correct the situation:

- Move the other radio-operated device to another part of the room, away from the ActiMates Character and the Transmitter, or move the ActiMates Character to a different part of the room.
- Move the Transmitter to a different location. For example, put the TV Pack Transmitter on the floor or on a stereo cabinet. For maximum range, the Transmitter should be at least one foot away from your television, VCR, or any large metal object.
- Plug the TV Pack Transmitter into a different power outlet so that the Transmitter is on a different circuit than the radio-operated device with which it is interfering.
- If necessary, ask an experienced radio-TV technician for more suggestions. You may find helpful information in the booklet "The Interference Handbook" (1995), published by the FCC. The booklet is available from the Compliance and Information Bureau of the FCC (1-800-CALLFCC) and on their Web site at <http://www.fcc.gov/cib/>.

Note Any changes or modifications not expressly approved by Microsoft could void the user's authority to operate this device.

Canadian Interference-Causing Equipment Regulations

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.

Important:
Before boarding any aircraft, remove your Teleubby character.

Your Interactive Teleubby is an electronic toy and can emit radio frequency (RF) energy, much like an AM/FM radio when the batteries are installed. Turn off your Teleubby & turn on

Your Interactive Teleubby may interfere with other radio-operated devices such as cordless phones and baby monitors when used with the Radio Cartridge and the TV Pack Transmitter.

For use in the United States and Canada only. Radio frequency allocation differs in other countries.

