

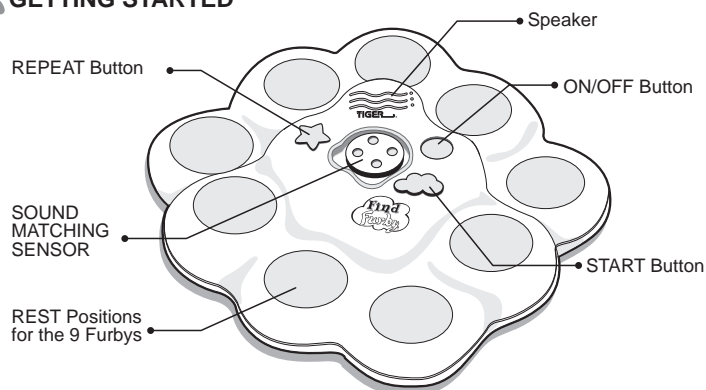
Find Furby Talking Electronic Matching Game

"doobedoo!"

INSTRUCTION MANUAL

FIND FURBY is a silly, talking, matching game! Each Furby figure has a unique silly sound or phrase all its own. FIND FURBY will ask you to find a silly sound like "doobedoo!" or a funny phrase like "party!" Find the Furby figure that matches the FIND FURBY phrase and place it in the middle of the game. If you successfully match the Furby figure with the FIND FURBY sound or phrase, keep the Furby figure in front of you. The person with the most Furby figures at the end of the game wins!

GETTING STARTED



ON/OFF Button - press this button to turn ON the game. Press the button again to turn OFF the game.

REPEAT Button - press this button to hear FIND FURBY repeat the last thing Furby said. Press this button at any time during game play.

START Button - press this button to begin a new game.

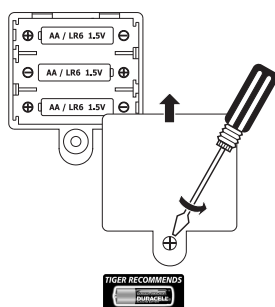
REST Position - each Furby figure must be placed in any of the designated REST positions on the game. Arrange the Furby figures in any of the 9 REST positions. Furby figures must be placed in the REST positions before the start of a new game.

SOUND MATCHING SENSOR - place a Furby figure in the sensor to match a silly Furby sound or phrase. Make certain the feet of the Furby figure fit correctly into the position on the sensor. To activate the Sound Match Sensor, PRESS DOWN on the Furby figure.

BATTERY INSTALLATION

CAUTION: Battery installation and replacement should be done by an adult. This product is not suitable for children under 3 years old as it contains small parts.

Carefully loosen the battery door screw and open the battery compartment door located on the bottom of the game. Insert 3 "AA" or LR6 batteries (not included), making sure to align the "+" and "-" signs as shown. Close the battery compartment door and tighten the screw. Do not over-tighten as this may cause damage.



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
- Replace with new batteries at the first sign of erratic operation

SET UP

1. Install new batteries for best results.
2. Place all 9 Furby figures into any REST position on the game.
3. Press the ON/OFF button to turn ON the game.
4. Place ANY Furby figure on the SOUND MATCHING SENSOR in the middle of the game.
5. Press down on the Furby figure once to choose GAME 1 and press down on the Furby figure again to choose GAME 2. You will hear FIND FURBY say "Game 1" or "Game 2".
6. After you have decided which game you are playing, return the Furby figure to the REST position and press START to begin the game.

HOW TO PLAY

Game 1 - FIND FURBY will ask you to find a sound or phrase. The same sound or phrase will be heard until the sound or phrase is matched. After the sound is matched, a different sound or phrase will be heard. The sound or phrase remains the same until a match is successful. This is a beginner level.

1. Players sit around the FIND FURBY GAME so that all players can reach the Furby figures.
2. The youngest player turns ON the game and places any Furby figure in the Sound Matching Sensor. Press down on the Furby figure and choose Game 1.
3. After Game 1 has been selected, press the START button to begin play.
4. FIND FURBY will ask you to find a specific sound or phrase. Listen carefully to hear the sound or phrase. If you need to hear the sound or phrase again, press the REPEAT button at any time.
5. Choose a Furby figure that you think matches the sound that FIND FURBY said.
6. Place the Furby figure on the Sound Matching Sensor and press down.
 - If the Furby figure speaks the SAME sound or phrase that FIND FURBY asked you to find, you have matched the sound successfully. Place the Furby figure that you matched in front of you - do not return the Furby figure to the REST position. Your turn continues and FIND FURBY will ask you to match a different sound or phrase.
 - If the Furby figure speaks a DIFFERENT sound or phrase that FIND FURBY asked you to find, you did not match the sound and the Furby figure is returned to the REST position. Your turn is over and it is the next player's turn.
7. After all of the Furby figures have been matched to the correct sound or phrase, the game is over. The player with the most Furby figures is the winner. In case of tie, play another game!

Game 2 - FIND FURBY will ask you to find a sound or phrase. If the sound or phrase is not matched on the first attempt, a different sound or phrase will be heard. The sound or phrase changes each time a match is unsuccessful. This is an advanced level.

1. Players sit around the FIND FURBY GAME so that all players can reach the Furby figures.
2. The youngest player turns ON the game and places any Furby figure in the Sound Matching Sensor. Press down on the Furby figure twice to choose Game 2.
3. After Game 2 has been selected, press the START button to begin play.
4. FIND FURBY will ask you to find a specific sound or phrase. Listen carefully to hear the sound or phrase. If you need to hear the sound or phrase again, press the REPEAT button at any time.
5. Choose a Furby figure that you think matches the sound that FIND FURBY said.
6. Place the Furby figure on the Sound Matching Sensor and press down.
 - If the Furby figure speaks the SAME sound or phrase that FIND FURBY asked you to find, you have matched the sound successfully. Place the Furby figure that you matched in front of you - do not return the Furby figure to the REST position. Your turn is over and it is the next player's turn.
 - If the Furby figure speaks a DIFFERENT sound or phrase that FIND FURBY asked you to find, you did not match the sound and the Furby figure is returned to the REST position. Your turn is over and it is the next player's turn.
7. After all of the Furby figures have been matched to the correct sound or phrase, the game is over. The player with the most Furby figures is the winner. In case of tie, play another game!

CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit.
Do not leave unit in direct sunlight.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME 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.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (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.\$13.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

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:

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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