

Kid-Tough™
game
player

K7857



Fisher-Price

www.fisher-price.com

Introduction

- Please keep this instruction booklet for future reference, as it contains important information.
- Requires three “AAA” batteries (included).
- Adult assembly is required for battery replacement.
- Tool required for battery replacement: Phillips screwdriver (not included).

Your Player

D-Pad

Press the arrows to play games or make selections.

Power/Volume Switch

Slide the switch to either on with low volume , on with high volume  or off .



Home Button

Press to return to the home screen or adjust screen contrast.

Action Button

Press to make selections.

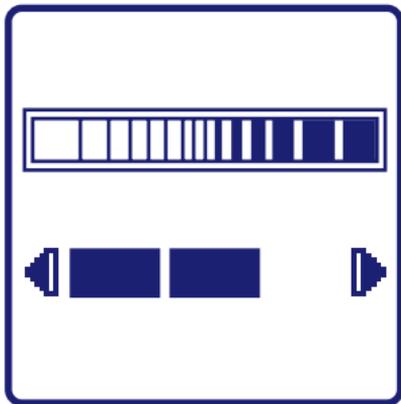
Hint: If your child is not actively playing with this toy, it turns off automatically (sleep mode). To “wake up” the toy, slide the power/volume switch to off , then on again .

Choose Your Game



- Use the D-pad to scroll through game selections.
- Press the action button to select a game.

Adjust Screen Contrast



- From the home screen, press the home button .
- Press ◀ or ▶ on the D-pad to adjust screen contrast.
- Press the action button to save this setting.

Pinball

Object of the Game: Keep the ball in play as long as possible for the highest score!



- Press the action button to launch the first ball.
- Watch the ball bounce off the bumpers to score points.



- Use the flippers to keep the ball in play.
- Press any button on the D-pad to control the left flipper; press the action button to control the right flipper.

Pinball



- If the flippers miss the ball, the ball disappears from play. Try again! Press the action button to launch another ball.

Hint: You get three balls with each game.

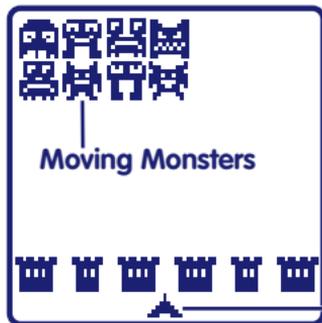


- Look at your score!

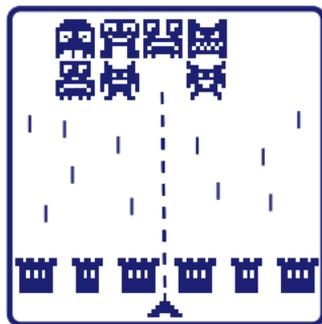
Hint: After the game, you're back to the home screen. Choose another game.

Castle Catapult™

Object of the Game: *Defend your castles and score the most points!*



- Press the action button to begin the game.
- Press the D-pad to move the blaster left or right.
- Move your blaster to the best position to fire at or to stay safe from monster fire!



- Press the action button to blast the moving monsters.
- When all the monsters are eliminated, a new set of monsters appears.
- Keep blasting until the monsters are gone or until you get blasted.

Castle Catapult™

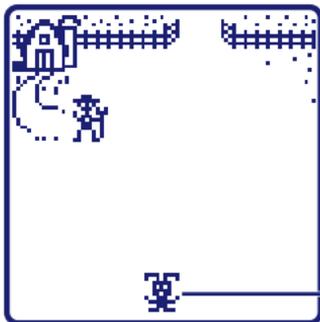


- Look at your score!

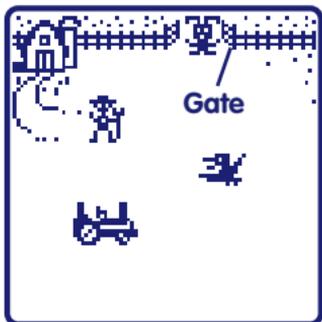
Hint: After the game, you're back to the home screen. Choose another game.

Critter Derby™

Object of the Game: Move as many bunnies across the screen as you can before time runs out.

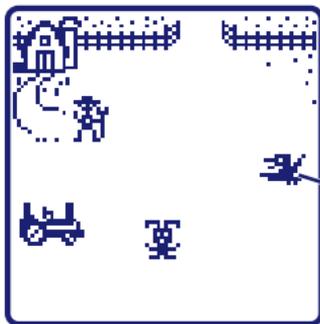


- Use the D-pad to move the bunny forward, left or right.



- Move across the barnyard and out through the gate.

Critter Derby™



- Avoid bumping into any moving obstacles.
- Move as many bunnies as you can before time runs out. You have about 45 seconds.

Moving Obstacle

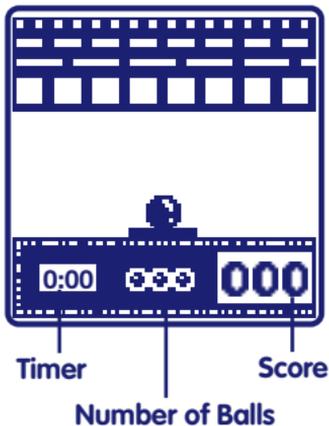


- When time runs out, look at how many bunnies you've moved.

Hint: After the game, you're back to the home screen. Choose another game.

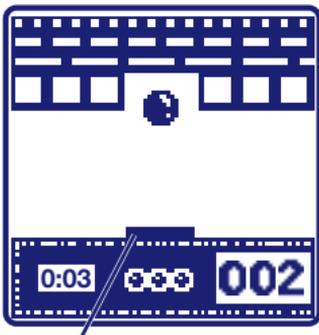
Rebound™

Object of the Game: Hit the bricks and score as many points as possible.



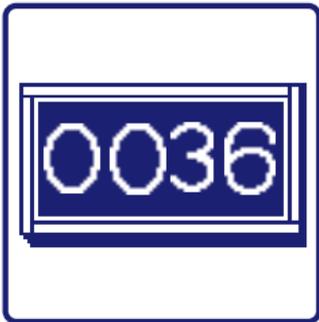
- Look at the screen. You will see a timer in the lower left corner, the number of balls you have to play in the center and your score in the lower right corner.

Rebound™



Paddle

- Press the action button to begin the game. Watch as the ball hits a brick and bounces back to the paddle.
- Press the D-pad to move the paddle left or right. Don't miss the balls!
- If you hit every brick on the screen, you get another brick wall to continue play.

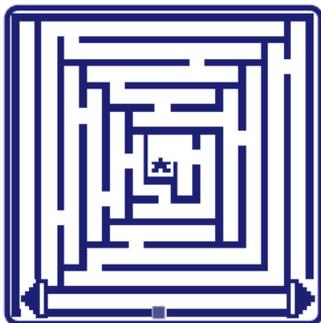


- After the last ball is played, look at your score.

Hint: After the game, you're back to the home screen. Choose another game.

Maze

Object of the Game: Find your way out of the maze as fast as possible.



- Press the D-pad left or right to choose a maze you like.
- When you find a maze you like, press the action button.

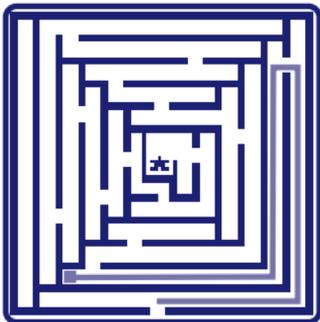


- Look at the blinking square. This is your start point. Your end point is the star.

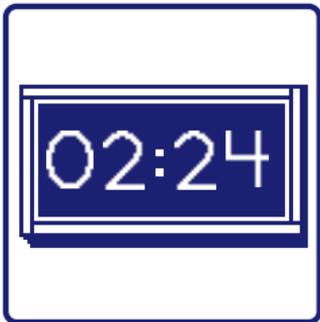
End Point

Start Point

Maze



- Use the D-pad to move the square through the maze.
- If you hit a dead end, back up and try another direction.
- Try to get to the star that marks the end of the maze.

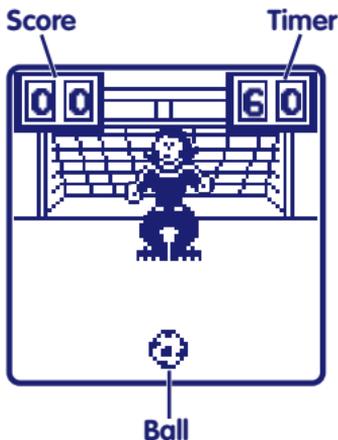


- When you reach the end point, look at your time.

Hint: After the game, you're back to the home screen. Choose another game.

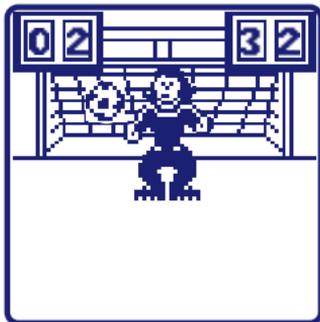
Soccer

Object of the Game: Score as many goals as you can before time runs out.

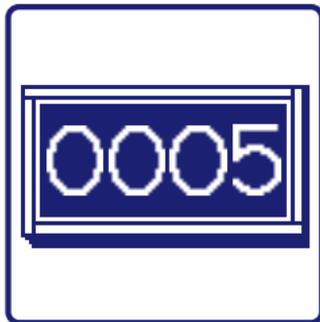


- Look at the screen. The score is in the upper left corner, the timer is in the upper right corner and a ball is in the center of the screen.
- Press the action button to start the game.

Soccer



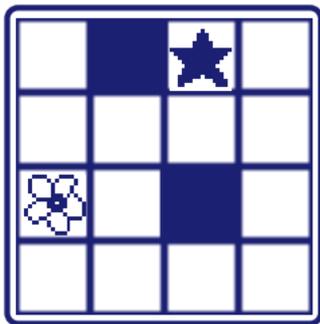
- Use the D-pad to move the ball left or right.
- Press the action button to shoot the ball.
- You score a point! Try to score as many goals as you can before time runs out.
- As time runs down the goalie moves faster and faster.



- When time runs out, look at your score.
- Hint:** After the game, you're back to the home screen. Choose another game.

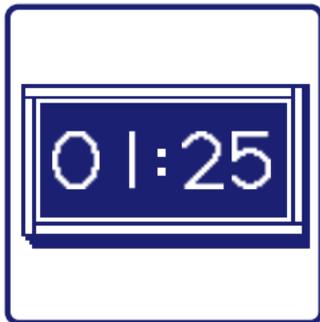
Memory Mix

Object of the Game: Try to find all the matches in the least amount of time.



- Use the D-pad to select a square.
- Press the action button to reveal a picture under the square.
- Try to find a match by selecting another square with the same picture.
- If you find a match, the square turns black.
- If there's no match, try again.

Hint: Try to remember each square revealed so you can get another match!

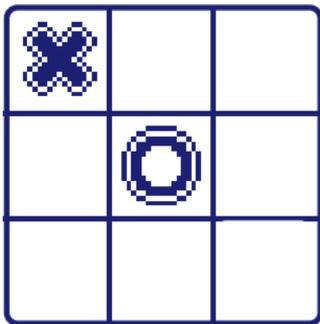


- When all matches are made, the game is over. Look at how long it took to find all the matches.

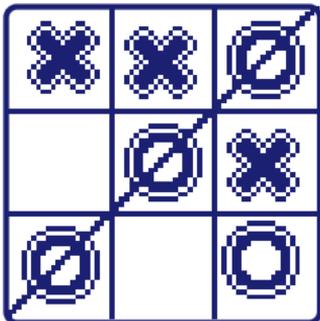
Hint: After the game, you're back to the home screen. Choose another game.

Tic-Tac-Toe

Object of the Game: Try to get three X's in a row!



- Use the D-pad to select a square.
- Press the action button to make an X.
- Watch as the Game Player makes a selection and places an O. It's your turn again.



- When there's three in a row – there's a winner!
- If it's a tie, try again.

Hint: After the game, you're back to the home screen. Choose another game.

Battery Replacement



For best performance, we recommend that you replace batteries that came with this toy, with three, new “AAA” (LR03) alkaline batteries.

- Locate the battery compartment door on back of the player.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert three “AAA” (LR03) **alkaline** batteries.

Battery Replacement

- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
- **Replace batteries when:**
 - **Display on the screen becomes difficult to see.**
 - **Toy functions erratically.**
 - **Sounds become faint or there are no sounds at all.**



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities (Europe only).

Battery Safety Information



Shown Actual Size

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

Care

- Keep water, sand and dirt off of the player.
- Keep the player away from direct sunlight and excessive heat.
- Wipe the player with a soft, clean cloth. Do not immerse the player.
- This player has no consumer serviceable parts. Please do not take the player apart.

FCC Statement (United States Only)

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

Note: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

Consumer Information

Visit us on-line at www.service.fisher-price.com.

Call our Consumer Relations Department, toll-free at **1-800-432-5437**, 9 AM - 7 PM EST Monday through Friday and 11 AM - 5 PM EST Saturday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Write to us at: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.

For countries outside the United States:

CANADA: Questions? 1-800-432-5437. Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2; www.service.mattel.com.

GREAT BRITAIN: Mattel UK Ltd. Vanwall Business Park, Maidenhead SL6 4UB.
Helpline: 01628 500303; www.service.mattel.com/uk

AUSTRALIA: Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

NEW ZEALAND: 16-18 William Pickering Drive, Albany 1331, Auckland.

ASIA: Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Fisher-Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A.

©2006 Mattel, Inc. All Rights Reserved. ® and TM designate U.S. trademarks of Mattel, Inc.