

5+
31050

CAMP ROCK

LCD VIDEO GAME

OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver (⊕).
- Insert 2 “AAA/LR03” (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

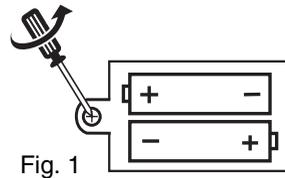


Fig. 1

SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- 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.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the **ON/OFF** button to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case, press the **ON/OFF** button or **RESET** button on the back of the unit with a blunt instrument to reset the product.

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

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

BUTTON DESCRIPTION

1. **ON/OFF Button:** Turns the game on or off
2. **SOUND () Button:** Turns the sound on or off
3. **DIRECTIONAL ARROW Buttons:**
Moves Mitchie up, down, left and right across the screen
4. **ROCK! Button:**
Caitlyn will create a distraction so Mitchie can sneak by the counselors



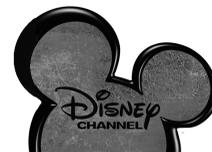
OBJECTIVE

Mitchie wants to sing at Camp Rock Final Jam, but the counselors have banned her from all Camp Rock activities! Help Mitchie secretly prepare for the main event while avoiding the counselors.

GAME PLAY

- Press the **ON/OFF** button to turn the unit on and start the game.
- Press the **SOUND** button at any time during the game to turn the sound on or off.
- Mitchie begins the game on the left side of the screen. The camp counselors are on the lookout for her, so you must quietly sneak around!
- Use the **DIRECTIONAL ARROW** buttons to help Mitchie pick up her gear for the big show.
- Avoid the camp counselors! If Mitchie is next to one and he is facing her, the counselor will catch her and you will lose a chance.
- If you need help, press the **ROCK!** button to have Caitlyn create a rockin' distraction! Mitchie can now easily sneak by the counselors, even if she bumps into them! It will only last for a short time, so use it wisely.
- Earn another **ROCK!** power up by collecting five items or beating the level, but Mitchie can only hold one at a time.
- Collect Mitchie's gear in each stage to advance to more difficult levels!
- You begin the game with three chances. If you lose all of your chances, the game is over.
- When you collect all of Mitchie's items in level 7, Mitchie will perform her special song for Final Jam!
- Auto shutoff after 60 seconds of inactivity.

SCREEN



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Product specifications and colors may vary.

