

Welcome!

Your Microsoft ActiMates™ TV Pack includes:

Transmitter: Connects to your VCR, allowing Microsoft ActiMates characters to interact with ActiMates-compatible videos and PBS® television broadcasts by means of radio link.

Video cable: Connects the Transmitter to your VCR's Video Out jack.

AC adapter: Connects the Transmitter to a power outlet.

Videotape: Includes brief instructions for how to connect the Transmitter to your VCR and how to insert the radio cartridge into your ActiMates character. Includes Teletubbies™, Barney™, and Arthur® video clips for use with the corresponding ActiMates character.

Radio cartridge: Allows the ActiMates character to communicate with the TV Pack Transmitter. Insert the cartridge inside the character.

Note Depending on which ActiMates character you have, you may not need the radio cartridge. See pages 3 and 4 for more information.

TV Fun with ActiMates Characters

When you use your Microsoft ActiMates character with the TV Pack and ActiMates-compatible videos or TV broadcasts, the ActiMates character becomes your child's TV buddy. The character watches along and encourages children to participate in what they see.

The TV Pack works with the following ActiMates characters:

ActiMates Interactive Barney When used with the TV Pack, Interactive Barney works with ActiMates-compatible Barney videos and daily PBS broadcasts of the *Barney & Friends*™ TV show.

ActiMates Interactive Arthur and D.W.™ When used with the TV Pack, Interactive Arthur and D.W. work with ActiMates-compatible Arthur videos and daily PBS broadcasts of the *Arthur* TV show. If you have both Interactive Arthur and Interactive D.W., both characters can interact with the show at the same time!

ActiMates Interactive Teletubbies When used with the TV Pack, Interactive Teletubbies work with ActiMates-compatible Teletubbies videos and daily PBS broadcasts of the *Teletubbies* TV show. If you have more than one Interactive Teletubby, they can all interact with the show at the same time!

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★ The TV Pack works with all Microsoft ActiMates characters.

★ Look for this symbol on videotape packages.



★ To find out if PBS television broadcasts are ActiMates compatible in your area, see page 7.

Get Started Using Your ActiMates Character with the TV

Watching videos with your ActiMates interactive character is very different than playing with it as a stand-alone toy. When viewing a video with the character, the main focus of attention is what is happening on the television screen. During TV viewing, the ActiMates character temporarily suspends most of its sensor functions. For example, if you squeeze the character's foot during the show, the character will redirect the child's attention back to the TV.

To get started using your ActiMates character with the TV

- 1 Install the radio cartridge inside your ActiMates character, if required. See the instructions on pages 3 and 4.
- 2 Connect the TV Pack Transmitter to your VCR, according to the diagrams on pages 5 and 6.
- 3 Make sure your ActiMates character has fresh batteries installed. For instructions, see the Getting Started manual that came with the character.
- 4 Start the ActiMates-compatible video or television show. (See page 7 for instructions on how to use your ActiMates character with PBS television broadcasts.)
- 5 Make sure the ActiMates character is within 15 feet (4.6 meters) of the Transmitter.
- 6 Squeeze the character's hand to make sure it's turned on. The character will say a greeting to let you know it's communicating with the TV.
- 7 Adjust your television's volume if necessary, so your child can hear both the ActiMates character and the TV.
- 8 Sit back and enjoy the show with the ActiMates character!

Installing the Radio Cartridge

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

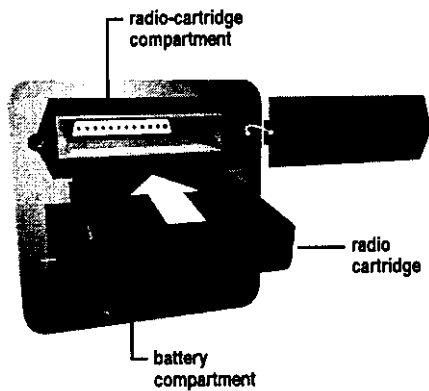
Note The radio cartridge only needs to be installed once. After you've installed the radio cartridge, you won't need to remove or replace the cartridge.

For Interactive Teletubbies

Follow the steps below to insert a radio cartridge into your Interactive Teletubby. If you have more than one Interactive Teletubby and want them all to work with the TV Pack, use the ActiMates Radio Cartridge order form at the back of this manual to order additional cartridges.

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.



If you need additional radio cartridges for other ActiMates characters, use the ActiMates Radio Cartridge order form at the back of this manual.

For Interactive Barney, Arthur, and D.W.

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

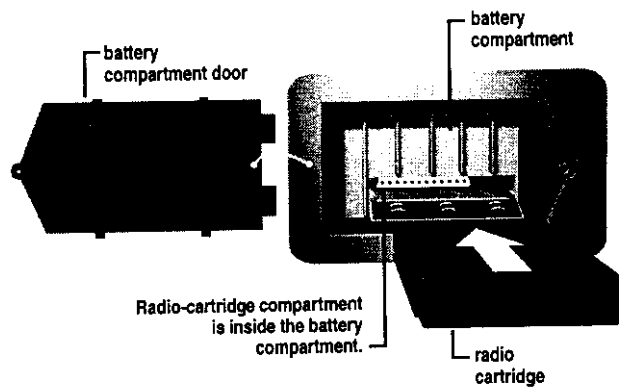
Note Some previous versions of Interactive Barney, Arthur, and D.W. contain a built-in radio cartridge, and therefore do not require that you install a separate radio cartridge. Follow steps 1-3 below to determine if your Interactive Barney, Arthur, or D.W. character requires that you install a separate 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.
- 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 To follow along with this diagram, orient the ActiMates character so that the door to the battery compartment opens to your left.

Connect the Transmitter

The Transmitter is the device that sends radio signals from the ActiMates-compatible videotape or TV broadcast to the ActiMates character. Connect the Transmitter to your VCR's Video Out jack according to one of the following setup options. The videotape included with the TV Pack walks you step-by-step through this process.

Note When power is present, the green light on the front of the Transmitter is lit. This light blinks when the Transmitter detects that an ActiMates-compatible videotape or TV broadcast is playing.

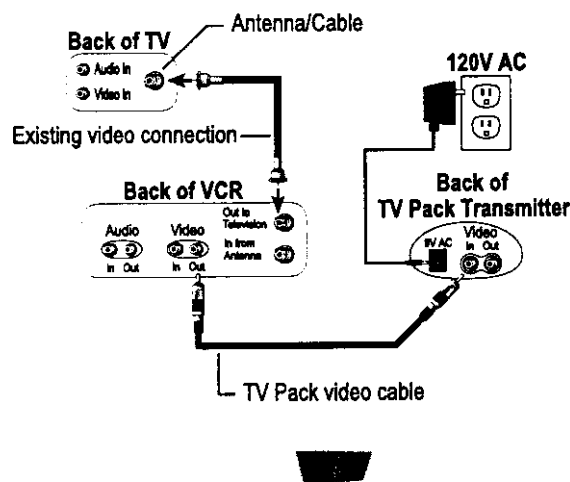
Placement and Range

The Transmitter communicates with the ActiMates character by means of a radio link. As with most AM/FM radios, the Transmitter is influenced by its placement and proximity to metal. The Transmitter is designed to operate at a maximum of 15 feet (4.6 meters) from the ActiMates character, but this distance can vary depending on where the Transmitter is placed.

For best results, do not place the Transmitter directly on top of the VCR or TV, or in close proximity to a large metal object. If the Transmitter is placed in such a location, the operating distance to the ActiMates character may be greatly reduced. In addition, make sure the Transmitter's cables are not coiled up. Extending the cables fully will maximize the Transmitter's range.

Option #1: If nothing is connected to your VCR's Video Out jack...

- 1 Turn off your TV and VCR.
- 2 Connect one end of the video cable provided with the ActiMates TV Pack to the VCR's **Video Out** jack.
- 3 Connect the other end of the cable to the Transmitter's **Video In** jack.
- 4 Leave the Transmitter's **Video Out** jack unconnected.
- 5 Plug the AC adapter's cable into the power connection on the Transmitter, and then plug the AC adapter into a wall outlet.



The TV Pack requires a VCR with a Video Out jack. If you have a combination TV/VCR without a Video Out jack, you must attach a separate VCR with a Video Out jack before you can use the TV Pack Transmitter.

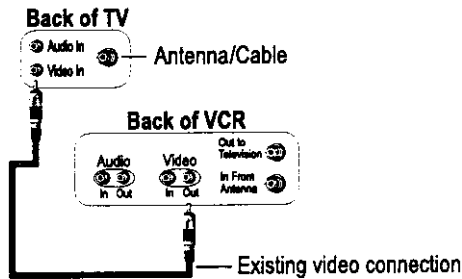


The AC adapter included in the box with the ActiMates TV Pack is a Class 2, UL listed adapter. If you need to replace this adapter, replace it with an equivalent 9 Volt AC, 200 mA, Class 2, UL listed adapter.

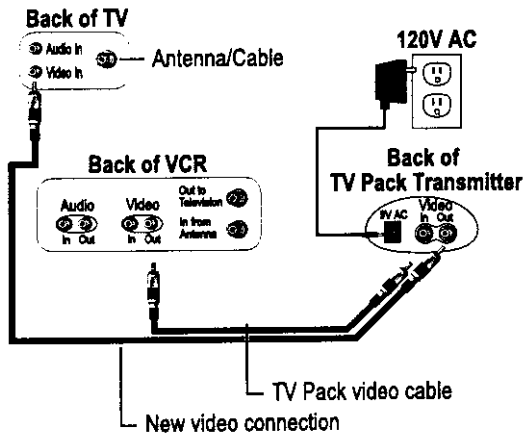
Option #2: If your TV is connected to your VCR's Video Out jack...

- 1 Turn off your TV and VCR.
- 2 Unplug the cable from the VCR's **Video Out** jack and plug it into the Transmitter's **Video Out** jack. Your TV's **Video In** jack will now be connected to the Transmitter's **Video Out** jack according to the "New Connection" diagram below.
- 3 Connect the cable provided with the ActiMates TV Pack to the VCR's **Video Out** jack and to the Transmitter's **Video In** jack.
- 4 Plug the AC adapter's cable into the power connection on the Transmitter and then plug the AC adapter into a wall outlet.

Existing Connection



New Connection



Use the Character with PBS Television Broadcasts

Microsoft and PBS are working together, making daily PBS broadcasts of the *Teletubbies*, *Arthur*, and *Barney & Friends* TV shows ActiMates-compatible. With this revolutionary TV broadcast feature, your ActiMates character can provide different comments and interactions for each new TV episode!

First check the list below to see if your local PBS station is certified as an ActiMates-compatible station. If so, then follow these steps to use your ActiMates character with the PBS television broadcast:

- 1 Follow the steps on page 2 for watching TV with your ActiMates character. You can verify that the Transmitter is connected properly to your VCR by checking to see if your ActiMates character works with the videotape included in this TV Pack.
- 2 Verify that your VCR is set up to record TV programs so that your VCR can act as a tuner during the PBS broadcast. There are a variety of ways to set up your VCR to record programs, and any of these ways will work as long as you have properly connected the Transmitter.

Note that you do not need to actually record the PBS show, just verify that your VCR is set up in such a way that it *can* record TV programs.

- 3 Turn on your VCR while watching the PBS show with your ActiMates character. Make sure that your TV/VCR switch is set to "VCR" and that your VCR is tuned into your local PBS channel.

ActiMates-Compatible PBS Stations

At the time this manual was created (October 1998), the following PBS stations were certified as ActiMates-compatible.

Alabama
Birmingham: WBIQ

Alaska
Fairbanks: KUAC
Anchorage: KAKM

Arizona
Phoenix: KAET
Tucson: KUAT

Arkansas
Conway: AETN
Little Rock: KETS

California
Eureka: KEET
Fresno: KVPT
Los Angeles: KCET
Redding: KIXE
Sacramento: KVIE
San Diego: KPBS
San Francisco: KQED
San Jose: KTEH

Colorado
Denver: KRMA

Connecticut
Hartford: WEDH

Florida
Boynton Beach: WXEL
Gainesville: WUFT
Miami: WPBT, WLRN
Orlando: WMFE
Pensacola: WSRE
Tallahassee: WFSU
Tampa: WEDU, WUSF

Georgia
Athens/Atlanta: WGTV
Savannah: WVAN
Wrens: WCES

Hawaii
Honolulu: KHET

Illinois
Carbondale: WSIU
Charleston: WEIU
Chicago: WTTW
Moline: WOPT
Peoria: WTVR, WMEC

Iowa
Johnston: KDIN, KIIN

Indiana
Bloomington: WTIU
Elkhart: WNIJ
Evansville: WNIJ
Fort Wayne: WFWA
Indianapolis: WFYI
Muncie: WIPB

Kansas
Bunker Hill: KOOD
Topeka: KTWU
Wichita: KPTS

Kentucky
Bowling Green: WKYU
Lexington: WKPC

Louisiana
Baton Rouge: WLPB
New Orleans: WYES,
WLAE
Shreveport: KLTS

(continued)



These instructions are not intended as any guarantee or assurance that PBS broadcasts of the *Barney & Friends*, *Teletubbies*, or *Arthur* TV shows will be ActiMates-compatible in any particular area. Check the list below to see if your local PBS station is ActiMates-certified.



For the most up-to-date list of ActiMates-compatible stations, see the ActiMates Web site at <http://www.microsoft.com/actimates/>.

Maine

Bangor: WCBB

Maryland

Baltimore: WMPB

MassachusettsBoston: WGBH
Springfield: WGBY**Michigan**Detroit: WTVS
East Lansing: WKAR
Flint: WFUM
Grand Rapids: WGVU
Mt. Pleasant: WCMU**Minnesota**Appleton: KWCM
Austin: KSMQ
Bemidji: KAWE
Duluth: WDSE
Minneapolis/St. Paul:
KTCA**Mississippi**

Jackson: WMPN

MissouriKansas City: KCPT
Springfield: KOZK
St. Louis: KETC
Warrensburg: KMOS**Montana**

Bozeman: KUSM

NevadaLas Vegas: KLVX
Reno: KNPB**New Hampshire**

Durham: WENH

New Jersey

Trenton: WNJT

New MexicoAlbuquerque: KNME
Las Cruces: KRWG
Portales: KENW**New York**Buffalo: WNED
New York: WNET
Plainview: WLIW
Plattsburgh: WCFE
Rochester: WXXI
Schenectady: WMHT
Syracuse: WCPY
Vestal: WSKG
Watertown: WNPE**North Carolina**Chapel Hill: WUNC
Charlotte: WTVI
Wilmington: WUNL**North Dakota**

Fargo: KFME

OklahomaOklahoma City: KETA
Tulsa: KOED**Ohio**Athens: WOUB
Bowling Green: WBGU
Cincinnati: WCET
Cleveland: WVIZ
Columbus: WOSU
Dayton: WPTD
Kent: WNEO
Oxford: WPTO
Portsmouth: WPBO
Toledo: WGTE**Oregon**Corvallis: KOAC
Medford: KSYS
Portland: KOPB**Pennsylvania**Bethlehem: WLVT
Erie: WQLN
Harrisburg: WITF
Philadelphia: WHYY
Pittsburgh: WQED
Pittston: WVIA
University Park: WPSX**Rhode Island**

Providence: WSBE

South CarolinaColumbia: WRLK
Spartanburg: WRET**South Dakota**

Vermillion: KESD

TennesseeChattanooga: WTCI
Knoxville: WKOP
Martin: WLJT
Memphis: WKNO
Nashville: WDCN**Texas**Amarillo: KACV
Austin: KLRU
College Station: KAMU
Corpus Christi: KEDT
Dallas: KERA
El Paso: KCOS
Houston: KUHT
Lubbock: KTXL
Odessa: KOCV
San Antonio: KLRN**Utah**Provo: KBYU
Salt Lake: KUED**Vermont**

Colchester: WETK

VirginiaHarrisonburg: WVPT
Norfolk: WHRO
Richmond: WCVE
Roanoke: WBRA**Washington**Richland: KTNW
Seattle: KCTS
Spokane: KSPS**Washington, D.C.**

Washington: WETA

West VirginiaBeckley: WSWP
Huntington: WPBY
Morgantown: WNPB**Wisconsin**Green Bay: WPNE
Madison: WHA
Milwaukee: WMVS**Wyoming**

Riverton: KCWC

Troubleshooting Tips

If the green light on the Transmitter is not lit:

- The Transmitter is not getting power. Make sure the AC adapter is plugged into a wall outlet and connected securely to the Transmitter.

If the video is playing but the light on the Transmitter is not blinking:

- Make sure the Transmitter is properly connected to the TV and VCR, and make sure the video is playing at normal speed.
- Make sure the video is ActiMates-compatible. Check the video's package for the Microsoft ActiMates-compatible symbol.

If the video is playing but the light on the Transmitter is not blinking at a steady rate:

- Adjust the tracking on your VCR.

If the video is playing but the ActiMates character isn't interacting with the video:

- Squeeze the ActiMates character's hand to make sure it's turned on. If the character says an appropriate TV phrase such as "Let's watch TV together," the character is properly receiving the radio signal from the Transmitter. However, if the character offers to play a game or asks you to squeeze one of its sensors, there may be an interference problem with another radio operated-device, such as a cordless phone or baby monitor. Try moving the character closer to the Transmitter or turning off the other device while watching TV with the character.
- Make sure the ActiMates character has fresh batteries installed. If the character's movements slow down, its speech becomes slurred or stuttered, or it has trouble interacting with the video, the character's batteries need to be replaced.
- Make sure you've installed the radio cartridge, if required. (See pages 3 and 4.)

If the video is playing but you can't see the picture on the TV:

- Make sure the TV and VCR are both turned on, the TV/VCR switch is set to "VCR," and the TV is tuned to the correct channel for use with your VCR.
- Check that the Transmitter cable connections are secure and connected according to the instructions on pages 5 and 6.
- Adjust the tracking on your VCR.

If the video is playing but the picture is distorted:

- Adjust the tracking on your VCR.
- If the picture quality is poor or snowy but you can hear the audio clearly, the heads on your VCR may be dirty. Try cleaning the VCR's heads.
- If the previous suggestions don't work, then either the videotape or the heads on your VCR may be worn out.

If the ActiMates character stops and starts in mid-sentence while the video is playing:

- Move the character closer to the Transmitter so it's in the Transmitter's range. The character should be within 15 feet (4.6 meters) of the Transmitter.



This is a progressive checklist of tips. Check the status of the Transmitter's green light before you try the other suggestions.



ActiMates characters work only with ActiMates-compatible VHS videos. Look for this symbol on videotape packages.



- Adjust the tracking on your VCR. If the tracking control is very sensitive, then the VCR probably needs to be serviced by a qualified technician.

If the character's speech is broken up or missing words:

- Move the character closer to the Transmitter or a few feet to the right or left. Ideally, the character should be less than 15 feet (4.6 meters) from the Transmitter, and the Transmitter should be at least 1 foot (0.3 meters) from the TV and VCR.
- Try moving the Transmitter to a different location. For best results, do not place the Transmitter directly on top of the TV or VCR, or in direct proximity to a large metal object.
- Make sure the Transmitter's cables are fully extended.
- If you're using a 49 MHz cordless phone while the tape is playing, there may be interference between the phone and the Transmitter. Try changing the frequency (channel) of your cordless phone. You may need to hold the phone close to its base station to change the frequency.
- Turn off other radio-operated devices while playing with the ActiMates character. There may be interference between the Transmitter and another radio-operated electronic device. (For example, baby monitors, garage door openers, burglar alarms, radio-controlled toys, etc.) Certain types of appliances with electric motors may also cause interference.

If the ActiMates character isn't interacting with the PBS TV program:

- Make sure your local PBS station is ActiMates-compatible. For a list of compatible stations, see pages 7 and 8.
Note that interactive Barney works only with ActiMates-compatible broadcasts of the *Barney & Friends* TV show, interactive Arthur and D.W. work only with ActiMates-compatible broadcasts of the *Arthur* TV show, and Interactive Teletubbies work only with ActiMates-compatible broadcasts of the *Teletubbies* TV show.
- Verify that the character works with the videotape included in the TV Pack. For example, see if ActiMates Barney interacts with the Barney video clip on the TV Pack's introductory videotape.
- Turn on your VCR while watching the PBS show with your ActiMates character. Make sure your TV/VCR switch is set to "VCR" and make sure your VCR is tuned to the local PBS channel.
- Adjust your TV tuner and/or antenna for the best picture. If your picture is snowy, ghosted, or smeared, the ActiMates character probably won't work with the program.
- Verify that your VCR is set up to record TV programs, so that your VCR can act as a tuner during the PBS broadcast. To test your VCR setup, try recording the PBS show to see if your ActiMates character works with the recording. For best results, use the "SP" or "2-hour" recording mode on your VCR. If you cannot record the show, your VCR setup may not be correct. Refer to your VCR manual for instructions on how to set up your VCR to record programs. If you can record the show, does the ActiMates character work when playing the show back? If so, your setup is correct and the character should also work during an actual PBS broadcast—just be sure to turn on your VCR while watching the PBS show with your ActiMates character.



You do not need to record the PBS show every time, but try it once to verify that your VCR is set up in such a way that could record the program.



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) 436-5700,
24 hours a day, seven days
a week, including holidays

In Canada

for \$45CAD + tax per incident:

(800) 668-7475
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) 635-4448, 6:00 A.M. - 6:00 P.M. Pacific time, Monday - Friday, excluding holidays or in Canada, dial (905) 568-4641, 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/>.



Before you call Microsoft Product Support Services, make sure you've tried installing new batteries!

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.

LIMITATION ON REMEDIES; NO CONSEQUENTIAL OR OTHER DAMAGES. Your exclusive remedy for any breach of this Limited Warranty is as set forth below. Except for any refund elected by Microsoft, you are not entitled to any damages, including but not limited to consequential damages. This Limited Warranty gives you specific legal rights. You may have others, which vary from state/jurisdiction to state/jurisdiction.

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

BENEFICIARY. To the extent allowed by applicable law, this Limited Warranty is only made to you, the first user of the Hardware Device, and there are no third party beneficiaries of this Limited Warranty. It is not intended for and does not apply to anyone else (except as required by law).

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.

DISCLAIMER OF WARRANTIES. The Limited Warranty herein is the only express warranty made to you and is provided in lieu of any other express warranties (if any) created by any documentation or packaging. No other warranties or conditions are made with respect to the Hardware Device by any person, including but not limited to Microsoft and its suppliers. **Except**



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) 370-9255.



for the Limited Warranty, and to the maximum extent permitted by applicable law, Microsoft and its suppliers provide the Hardware Device AS IS and with all faults, and hereby disclaim all other warranties and conditions, either express, implied or statutory, including but not limited to any (if any) implied warranties or conditions of merchantability, of fitness for a particular purpose, and of lack of negligence or lack of workmanlike effort, all with regard to the Hardware Device. Also, there is no warranty or condition of title, authority, or noninfringement in the Hardware Device.

EXCLUSION OF INCIDENTAL, CONSEQUENTIAL AND CERTAIN OTHER DAMAGES. To the maximum extent permitted by applicable law, in no event shall Microsoft or its suppliers be liable for any special, incidental or consequential damages whatsoever (including but not limited to damages for loss of profits, for business interruption, for personal injury, for failure to meet any duty including of good faith or of reasonable care, for negligence, and for any other pecuniary or other loss whatsoever), arising out of or in any way related to the use of or inability to use the Hardware Device, even if Microsoft or any supplier has been advised of the possibility of such damages.

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 98052-6344.

GARANTIE LIMITÉE ET LIMITATION DE RESPONSABILITÉ

GARANTIE LIMITÉE. Microsoft garantit que, à la date de réception du Matériel Informatique et pendant une période de quatre-vingt-dix (90) jours à compter de cette date, dans des conditions normales d'utilisation et d'entretien, (a) le Matériel Informatique sera, pour l'essentiel, exempt de défaut de matériau et de vice de fabrication, et (b) tous les Services d'assistance fournis par Microsoft seront, pour l'essentiel, tels que décrits dans la documentation écrite applicable qui vous a été fournie par Microsoft, et que les spécialistes en assistance de Microsoft feront des efforts raisonnables, d'un point de vue commercial, pour résoudre les problèmes soumis.

Vous bénéficiez également d'une garantie et/ou condition légale ou implicite, mais uniquement en ce qui concerne les défauts découverts pendant la durée de cette Garantie Limitée, et uniquement si une garantie ou condition légale ou implicite est créée par les lois de votre état/jurisdiction et que les lois fédérales ou provinciales interdisent d'y renoncer. En ce qui concerne les défauts découverts après la période de quatre-vingt-dix (90) jours, il n'existe aucune garantie ou condition de quelque nature que ce soit. Puisque certains états ou juridictions ne permettent pas la limitation de la durée d'une garantie ou condition légale ou implicite, il est possible que la restriction ci-dessus ne vous concerne pas.

LIMITATION DES RECOURS; ABSENCE DE DOMMAGES ACCESSOIRES OU AUTRES.

Votre unique recours relativement à tout manquement à cette Garantie Limitée est tel que prévu ci-après. **A l'exception de tout remboursement que Microsoft pourrait choisir, à sa discrétion, de vous accorder, vous n'avez droit à aucun dommages, y compris, mais sans limitation, les dommages accessoires.** Cette Garantie Limitée vous accorde des droits légaux spécifiques. Il est possible que vous en ayez d'autres variant d'un état ou d'une juridiction à l'autre.

ENREGISTREMENT. Cette Garantie Limitée est en vigueur même si vous ne renvoyez pas le carton d'enregistrement de garantie.

BÉNÉFICIAIRE. Dans la mesure permise par la législation en vigueur, cette Garantie Limitée ne s'adresse qu'à vous, le premier utilisateur du Matériel Informatique, et aucune tierce partie ne peut bénéficier de cette Garantie Limitée. Cette Garantie Limitée n'est prévue pour, et ne s'applique à, personne d'autre (sauf tel que requis par la loi).

VOTRE UNIQUE RECOURS. La seule responsabilité de Microsoft et de ses fournisseurs et votre unique recours relativement au Matériel Informatique sont, au choix de Microsoft, soit (a) le remboursement du prix payé (s'il y a lieu) pour le Matériel Informatique, ou (b) la réparation ou le remplacement du Matériel Informatique qui n'est pas conforme à cette Garantie Limitée et qui est retourné à Microsoft avec une copie de votre reçu d'achat. Vous pouvez exercer ce recours sans frais, sauf que vous demeurez responsable de toute dépense encourue à cet égard. Cette Garantie Limitée est nulle si la défektivité du Matériel Informatique résulte d'un accident, d'un abus d'utilisation ou d'un usage non approprié. Tout Matériel Informatique de remplacement sera garanti pendant le reste de la période de garantie initiale ou pendant trente (30) jours, selon la période la plus longue. Pour exercer votre recours, veuillez communiquer avec Microsoft au: aux États-Unis, Microsoft Sales Information Center, One Microsoft Way, Redmond, WA 98052-6399 et au Canada, MS Canada Co., 320 Matheson Blvd. West, Mississauga, Ontario, Canada L5R 3R1.

EXCLUSION DE GARANTIES. La présente Garantie Limitée est la seule garantie expresse qui vous est accordée et remplace toute autre garantie expresse (s'il y a lieu) créée par toute documentation ou tout matériel d'emballage. Aucune autre garantie ou condition n'est accordée relativement au Matériel Informatique par quelque personne que ce soit, y compris, mais sans limitation, Microsoft et ses fournisseurs. **A l'exception de cette Garantie Limitée, et dans toute la mesure permise par la législation en vigueur, Microsoft et ses fournisseurs fournissent le matériel informatique TEL QUEL et avec tous ses défauts, et, par les présentes, excluent toute autre garantie et condition, expresse ou implicite, légale ou conventionnelle, écrite ou verbale, y compris, mais sans limitation (s'il y a lieu), toute garantie et condition implicite ou légale de qualité marchande, de conformité aux besoins, d'effort professionnel et d'absence de négligence, relativement au Matériel Informatique.** De plus, il n'existe aucune garantie ou condition de titre, d'autorité et d'absence de contrefaçon relativement au Matériel informatique.

EXCLUSION DE DOMMAGES ACCESSOIRES, INDIRECTS ET AUTRES. Dans toute la mesure permise par la législation en vigueur, Microsoft et ses fournisseurs ne sont en aucun cas responsables des dommages spéciaux, indirects, accessoires, moraux ou exemplaires quels qu'ils soient (y compris, mais sans limitation, la perte de profits, l'interruption des affaires, les dommages corporels, les dommages résultant du défaut de remplir toute obligation, y



compris l'obligation de bonne foi ou de soins raisonnables, ou résultant de la négligence et toute autre perte pécuniaire ou de quelque autre nature), découlant de, ou de quelque façon reliés à, l'utilisation ou l'impossibilité d'utiliser le Matériel Informatique, même si Microsoft ou ses fournisseurs ont été avisés de l'éventualité de tels dommages.

LOI APPLICABLE. Si vous avez acquis le Matériel Informatique aux États-Unis d'Amérique, les lois de l'État de Washington, États-Unis, s'appliquent à cette convention. Si vous avez acquis le Matériel Informatique à l'extérieur des États-Unis d'Amérique, alors les lois locales peuvent s'appliquer.

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 98052-6349.



Important:
Before boarding any aircraft, remove the character's batteries.

Your ActiMates character is an electronic toy and can emit radio frequency (RF) energy, much like an AM/FM radio, whenever its batteries are installed, even if the character is turned off.



The ActiMates character may interfere with other radio-operated devices such as cordless phones and baby monitors when used with the TV Pack Transmitter.



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

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 (0.3 meters) 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.