

## SAFE BATTERY USAGE

- Use alkaline batteries for best performance and longer life.
- Use only the battery type recommended for the unit.
- Batteries should be replaced only by an adult.
- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not short-circuit batteries.
- When not used for an extended time, remove batteries to prevent possible leakage and damage to the unit.
- Do not mix rechargeable and non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before charging.
- Rechargeable batteries are to be recharged only under adult supervision.
- Do not recharge non-rechargeable batteries.
- Exhausted batteries are to be removed from the toy.
- Do not dispose of batteries in fire as they may leak or explode.

## FCC COMPLIANCE

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 an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Caution: Modifications not authorized by the manufacturer may void users authority to operate this device. This device complies with Industry Canada license-exempt RSSs. Operation is subject to the following two conditions: (1) This device may not cause interference, and (2) This device must accept any interference, including interference that may cause undesired operation of the device. CAN ICES-3 (B)/NMB-3(B).



'Let's care for the environment!'

The wheellie bin symbol indicates that the product must not be disposed of with other household waste. Please use designated collection points or recycling facilities when disposing of the item. Do not treat old batteries as household waste. Take them to a designated recycling facility.

Please keep this manual as it contains important information.



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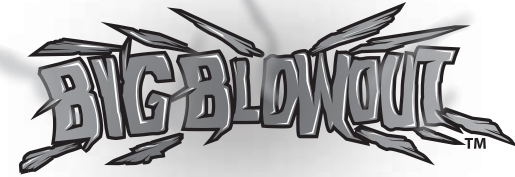
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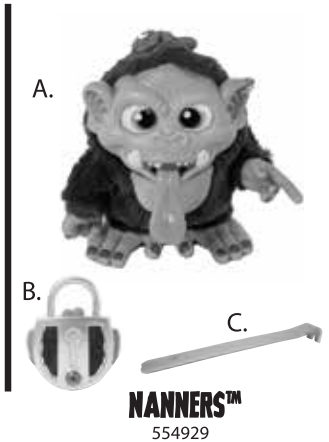
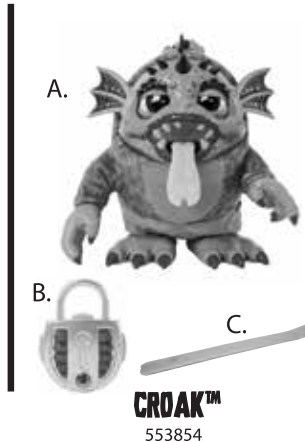
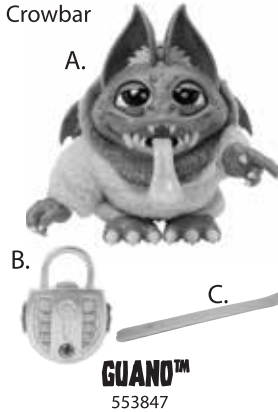


AGES 4+ YEARS  
ADULT BATTERY INSTALLATION REQUIRED

## CONTENTS

EACH SOLD SEPARATELY!

- A. 1 Guano™  
OR 1 Croak™  
OR 1 Nanners™
- B. 1 Lockie-Talkie
- C. 1 Crowbar

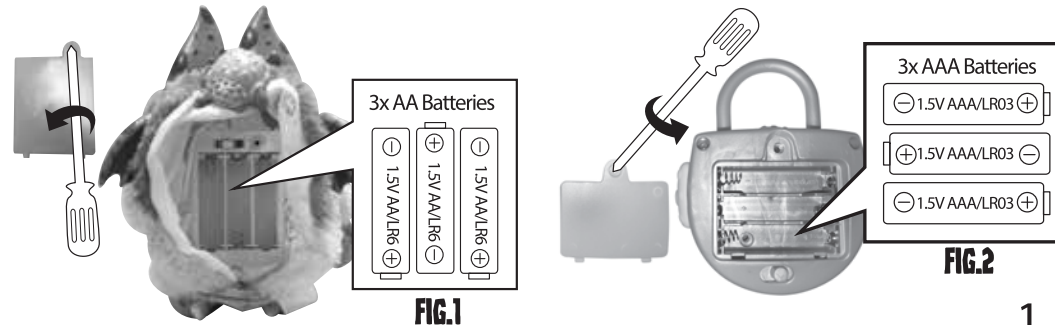


Illustrations are for reference only. Styles may vary from actual contents.

## BATTERY INSTALLATION

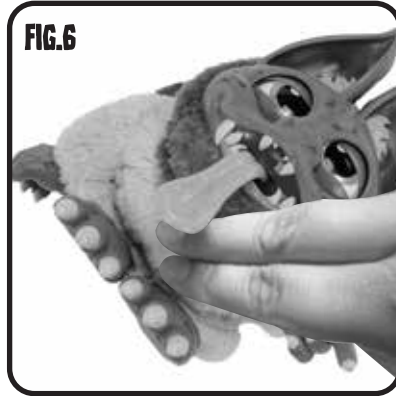
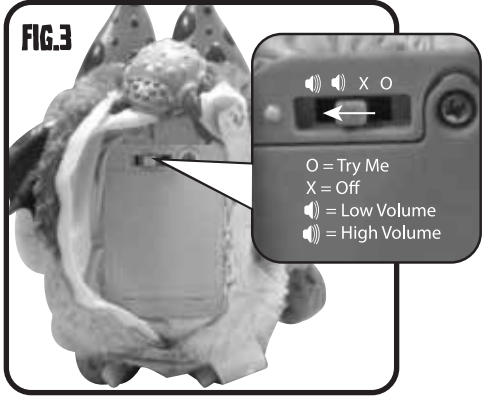
The batteries included in your creature are for in-store demonstration. Before beginning, an adult must install fresh alkaline batteries in your creature and lockie-talkie. Here's how:

1. Open the hook and loop fastener on the back of the creature to locate the battery compartment (Fig. 1). Locate the battery compartment on the back of the lockie-talkie (Fig. 2).
2. Using a Phillips screwdriver (not included), remove the screws and battery compartment covers.
3. Install three (3) fresh 1.5V AA (LR6) alkaline batteries (not included) in your creature (Fig.1) and three (3) fresh 1.5V AAA (LR03) alkaline batteries (not included) in the lockie-talkie (Fig. 2). Make sure the (+) and (-) ends face the proper direction as indicated inside the battery compartments.
4. Replace the compartment covers and tighten the screws.



## QUICK START

1. Open the hook and loop fastener and move the switch from TRY ME to low or high volume (Fig. 3). Your creature will wake up in a growling sound. Then, close the hook and loop fastener, making sure it is out of the way of the timer.
2. Pull the tongue to make your creature roar (Fig. 4). Its eyes will light up and it will make sounds.
3. Pull its finger and it will fart (Fig. 5).
4. Tickle its tummy to make it laugh and fart (Fig. 6).
5. Give your creature a wedgie by pulling up the tag on the underwear (Fig. 7).
6. Turn the timer clockwise and wait for it to burp or fart (Fig. 8).
7. Lay your creature on its back or turn it upside down to hear all the different monster sounds.
8. When not playing, it will begin to snore and go into sleep mode. Pull its tongue or finger to wake it up.



## LOCKIE-TALKIE

The lockie-talkie and your creature will need to be paired. Here's how:

1. Before beginning, turn your creature off. Then, move the switch on the back of the lockie-talkie from the OFF position to the ON position (Fig. 9). The light on the front will blink.
2. Turn your creature ON and the light on the lockie-talkie will stop blinking.
3. If the light on the lockie-talkie continues to blink, it didn't successfully pair. Turn off both your creature and lockie-talkie and repeat steps 1 and 2.



## FART!

Press once to make your creature fart!



## RECORD!

Press and hold until it lights up. Record up to 10 seconds of audio. Press again to play back in a monster voice. Each time you record your voice, the previous recorded audio will delete.

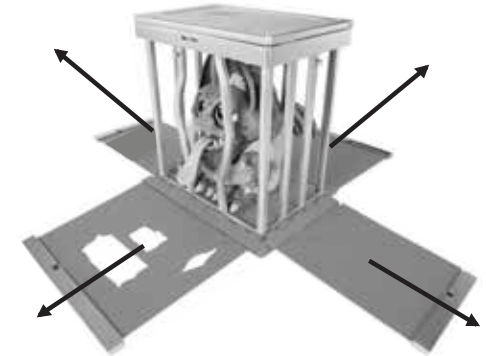
## WALKIE-TALKIE!

Press and hold. The light will turn on. Then, talk into the speaker and transfer your voice through your creature. It has a range of up to 50 feet.

## LIGHT UP SPEAKER!

## TRAP YOUR CREATURE!

Pull out the panels and use the cage to keep your creature locked up. Insert the panels into the slots when replacing.



## IMPORTANT INFORMATION

- Function is limited when the product is in TRY ME mode. For maximum play, the switch on your creature should be on low or high volume.
- The crowbar is only used for the unboxing. Store it on the side of the box to unbox your creature again and again.
- To unbox again, close the lid and lock the chains with the lockie-talkie. To open the box, press the crowbar into the lockie-talkie to unlock it and then insert it into the openings on the lid to pop open.
- Your creature has many different monster sounds.
- Wipe clean with a damp cloth and keep moisture away from battery compartment.
- Turn the switch on your creature and lockie-talkie to the "OFF" position after use to conserve battery.
- Obstacles may affect the efficiency of the lockie-talkie.
- The frequency band range is 2423 MHz - 2463 MHz.
- For lockie-talkie, the maximum radio-frequency power is -7.21 dBm.
- For creature, the maximum radio-frequency power is -9.09 dBm.