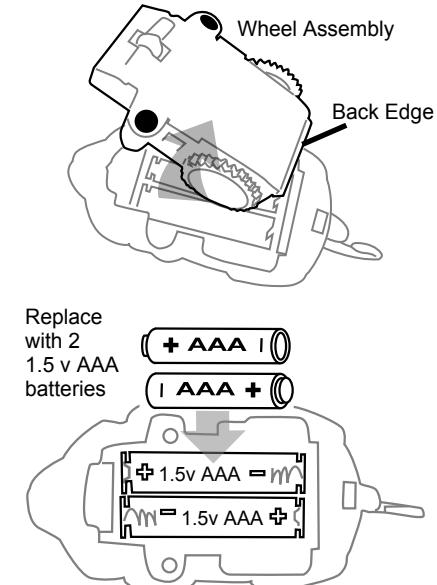


Changing the Batteries in the Pet

- Adult supervision is required.
- Unscrew the two screws on the bottom of the pet.
- Remove the wheel assembly
- Remove all depleted batteries.
- Install 2 AAA batteries matching the polarity shown inside the battery compartment.
- Be sure the batteries are firmly seated.
- Replace the wheel assembly. Insert the back edge first. Screw it down snugly.

The Amazing Zhus™ Magician Pets require 2 AAA batteries,

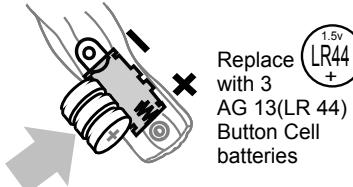


Install 2 AAA batteries matching the polarity shown inside the battery compartment.

Changing the Batteries in the Wand

- Adult supervision is required to change the batteries.
- On the back of the wand, unscrew the battery hatch.
- Replace the 3 batteries matching the polarity shown inside the battery compartment.
- Replace the battery hatch and screw into place.

The Amazing Zhus™ Magic Wand requires 3 AG13 batteries,

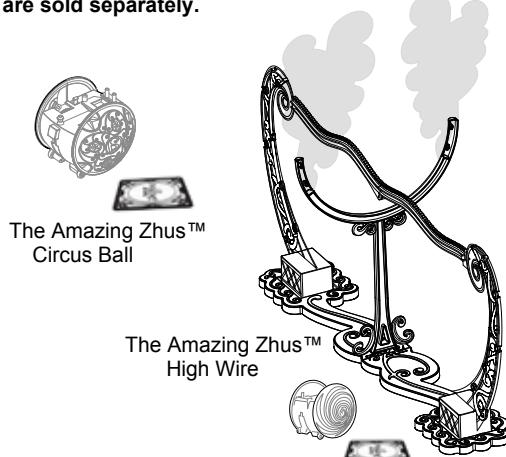


Troubleshooting and Operating Tips

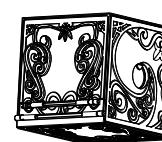
- To stop the pet press the explore button.
- The pet works best on smooth, hard surfaces.
- The pets are designed to act randomly and unpredictably. Your pet may not act the same each time.
- Keep fingers, hair, and loose clothing away from the pet's wheels to prevent entanglement.
- If hair gets caught around a wheel, stop the motor quickly by pressing the explore button. Once stopped, slowly unwind hair from axle by turning the wheel by hand.
- Do not let the pet run in sand or water. This may damage the electronics and gears.
- Spot clean only, do not soak.
- If the pet gets wet for any reason, remove the batteries and allow the pet to air-dry overnight before attempting to operate it again.
- Remove all of the batteries if the pet and any accessory is stored for long periods of time.
- If the pet makes sounds but the wheels do not turn, the batteries may be depleted. Replace them with fresh AAA batteries. For best performance and battery life use Alkaline batteries. See Changing the Batteries in the pet.
- If the pet makes sounds but the wheels will not turn, open the battery box, make sure the batteries are firmly seated in position. Be sure the wheel assembly is properly installed and screwed down snugly.
- Use of the wand restarts the sleep timer. It takes approximately 5 minutes for the pet to go into sleep mode on its own. Pressing the explore button while in explore mode will put the pet to sleep.
- The pet is not designed as a sleep toy, remove the batteries if your child wishes to take it to bed.

The Amazing Zhus™ Magician Pets work with all Amazing Zhus™ stunts and accessories except The Amazing Zhus™ Cereal Box

These Amazing Zhus™ stunts and accessories are sold separately.



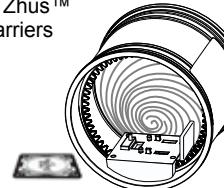
The Amazing Zhus™ Magician Cards



The Amazing Zhus™ Disappearing Box



The Amazing Zhus™ Train Car Carriers



The Amazing Zhus™ Tomato Can

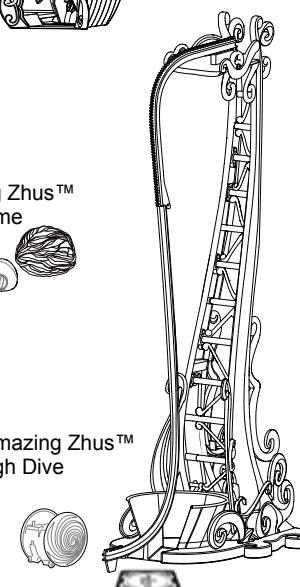
The Amazing Zhus™ Magician Houses



The Amazing Zhus™ Shell Game



The Amazing Zhus™ High Dive



BATTERY INFORMATION

- Always replace used batteries with fresh alkaline batteries. Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity
- Do not mix old batteries with new, do not mix alkaline with standard carbon zinc or rechargeable nickel cadmium batteries.
- 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.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

CAUTION • Do not dispose of batteries in fire.
• Discard old batteries in accordance with local regulation.
• Remove batteries from the device when stored.
• Do not store loose batteries.

Claim: 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: 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. This Class B digital apparatus complies with Canadian ICES-003. 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 Class B digital apparatus complies with Canadian ICES-003.

For questions and comments please call in the U.S.A. and Canada 1 800 225 9319
www.theamazingzhus.com



Complies with
Toy Safety
Standard
ASTM F963



Please Recycle

WARNING:
All rubber bands and wire ties, as well as tags, are not parts of this toy and should be discarded for your child's safety. Colors and contents may vary from those shown on the package.

Printed in China

R3 082114 26200