

Battery Information:

The batteries supplied with this toy are for product demonstration only. For best performance, we recommend replacing them with new alkaline batteries. Rechargeable batteries are not recommended because they produce a lower voltage than regular batteries.

- Do not mix battery types.
- Only batteries of the same or equivalent types are to be used.
- Follow the polarity (+/-) diagram in the battery compartment.
- Do not short-circuit the battery terminals by bringing the positive and negative terminals in direct contact with each other.
- Do not mix old and new batteries.
- Remove exhausted batteries from the toy.
- Do not dispose of batteries in fire or the environment.
- Batteries must be changed by an adult.
- Remove the batteries from the toy if it is not to be used for an extended period of time.
- Rechargeable batteries must be charged under adult supervision.
- Rechargeable batteries must be removed from the toy before recharging them.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

FCC Statements

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

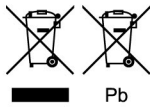
2) This device must accept any interference received, including interference that may cause undesired operation.

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. 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.

Respect the environment; do not dispose the waste anywhere. The product and the batteries should not be disposed of with other domestic waste. They may contain hazardous material for environment or health. Utilise the collection points to dispose electronic material and batteries.



a brand of **Silverlit**®

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IM-61019-US-01

Hide-and-Seek Jojo

EI-2844a

18 months+

The interactive bunny that really plays a game of hide and seek!



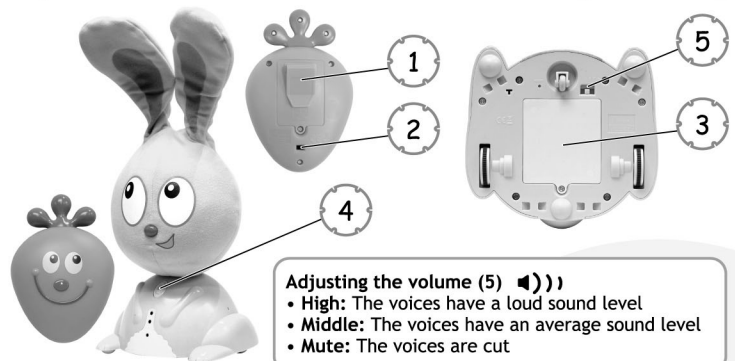
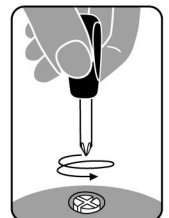
Playing:

Important: Before first use, remove the plastic tab located under Jojo, near the volume switch. This enables all the features of the game.

- Insert 4 AA batteries (included) for Jojo and 3 AAA batteries (not included) for the carrot with respect to the polarity indicated on the battery compartments. The carrot signal works best when the carrot is held or clipped on the child's waist with the bottom of the carrot pointing down.
- To start the game, move the switch to the ON position (2) on the back of the carrot then push the on off button on Jojo's chest (4) The nose of the carrot will light up when powered ON.
- If the batteries in Jojo are weak, Jojo will notify you by saying "Oh, I'm tired. Ask your parents to change my batteries please" Please kindly turn off, and change the battery to have a better performance from the toy.
- After the child hides with the carrot, he/she should place the carrot on the ground where the carrot signal work best.
- When Jojo is on, he will guide you through the game play. First he'll sing, then he'll tell you to go and hide while he counts to 10. Jojo folds his ears in front of his eyes and begins to count to 10. Meanwhile, the child should go hide with the carrot.
- When Jojo has finished counting (10!), his ears go up and he begins moving to find the magic carrot. Along the way he'll engage the "hider" to keep the game fun (I'm getting closer, Helloo, where are you...). Jojo detects the carrot and child within a radius of approximately 12 feet/4 meters. When Jojo detects the signal of the carrot his red light turns on.
- Sometimes, Jojo can be lost if he moves too far from the child and leaves the perimeter detection, the red light goes blinking on his belly.
 - In this case Jojo stops and asks the child to help by making noise: "Call me please "or" Clap your hands." At that time, Jojo will try to hear any sound input, his ears move slightly. If he hears a sound, he will turn to move in the new direction.
 - To be sure of the direction of the child, Jojo may request a second time for the child to speak or clap into his hands: "Clap again to help me".
 - If Jojo does not hear the child or the child does not make noise when Jojo's asks, Jojo may ask the child to move to better detect him, "I can't find you" or "Come closer" or "Let's move to another place". If after 3 minutes, Jojo has not found the child, either through sound recognition or by picking up the signal, he will end the game the way real Hide & Seek ends, calling "Come out, come out, wherever you are".
- Jojo avoids obstacles. But if he goes too fast and bumps into an obstacle (chair leg...), he goes back and changes direction.
- Endgame (around 3 minutes, 2 possibilities):
 - If Jojo finds the child before the 3 minutes, he is happy and says "I found the carrot! And You" or "You're a great hider, and I'm an even better seeker" etc. ...
 - If after 3 minutes Jojo did not find the carrot, the child has won and Jojo congratulates him: "You Are the best Hider ever"
- A new game restarts automatically. "Do you want to play again?" After 3 consecutive games, Jojo goes automatically OFF.
- To power off Jojo and the carrot, press or switch the buttons ON / OFF respectively.

Installing the batteries:

1. Make sure the toy is off before inserting the batteries.
2. Open the battery compartment (1 & 3) with the aid of screwdriver.
3. Insert 4 AA batteries (included) for Jojo and 3 AAA batteries (not included) for the carrot with respect to the polarity indicated on the battery compartments.
4. Close the compartment door tightly so that the child cannot open it.



Adjusting the volume (5) ())

- **High:** The voices have a loud sound level
- **Middle:** The voices have an average sound level
- **Mute:** The voices are cut

IMPORTANT NOTES:

This toy is intended to keep the play moving which is why the play is set to end around a time of three minutes.

To ensure optimum operation of the toy, the following recommendations are important:

- The child and the carrot should hide less than 12 feet/4 meters from Jojo.
- Avoid distances too long or too complex pathways. The child can hide behind a couch or a curtain, Jojo will be able to find the carrot.
- It is best to play in one room. Do not play between 2 floors.
- Carrots should be placed on the floor by the child. Moving the carrot can make it hard for Jojo to find it. Do not place the carrot over 3 feet/1 meter off the ground
- You should not play near electrical equipment in operation (TV, computer) to avoid possible electrical interference.
- We recommend playing on hard floor or low pile carpet. Jojo will not roll on thick carpet.
- Jojo works with 4 AA batteries (included).
- The carrot works with 3 AAA batteries (not included). Please kindly replace the batteries when LED is blinking to have a better performance.