




Animal Scramble

The Listen-and-Learn
Game of Animal Tag!

Ready, Set, Tag!

Listen to the giraffe call out clues. Tag the right animal as fast as you can! Get ready to scramble when the clues get more challenging!

Getting Started

1. The first time you play, attach one green grass platform to each of the goal animals – monkey, parrot, tiger, and elephant.
2. Press the  button on the giraffe tagger to get started.
3. Choose a game. Press  to hear the game choices. Press  when you hear the game you want to play.

Game #1: ANIMAL SCRAMBLE

Game #2: GROUP ANIMAL SCRAMBLE

Game #3: TREASURE HUNT (2+ players)

Game #4: MEMORY SCRAMBLE

ANIMAL SCRAMBLE

Setting Up

1. Choose your level. Press  to hear the levels. Press  when you hear the level you want to play.

Level 1: Get warmed up. The giraffe calls out the names of the animals.

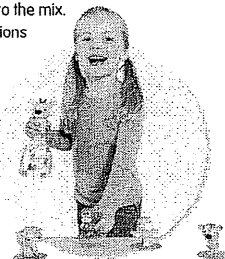
Level 2: Not too tough. Animal names plus sounds!

Level 3: Getting tricky! Names, sounds, and colors.

Level 4: Harder still! The giraffe adds letters to the mix.

Level 5: Time to scramble! Answer fun questions like "Which animal has wings?"

2. Spread the four goal animals out on the floor: monkey, parrot, tiger, and elephant. Make sure they're on a flat surface and standing upright.



Playing

1. Tag any goal animal with the giraffe tagger to start. Make sure the giraffe covers the goal animal completely.
2. Listen to the giraffe's clues. If the giraffe says "Monkey," tag the monkey with the giraffe. If the giraffe squawks like a parrot, tag the parrot.
3. At the end of your turn, the giraffe will call out your time. See if you can beat it the next time you play!

In Group Animal Scramble, when the giraffe says "Pass me!" the player holding the giraffe tagger passes it to the next player.

BONUS GAME! TREASURE HUNT

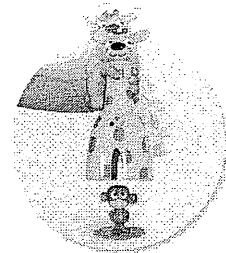
Hide the goal animals, then find and tag them with the giraffe!

Setting Up

Player 2 hides the goal animals around the house.

Playing

- Player 1 counts with the giraffe and closes his or her eyes.
- When the giraffe says, "Ready or not, here we come," find and tag the goal animals the giraffe calls out. If you find an animal that wasn't called by the giraffe, don't tag it. Just remember where it is so you can come back to it later.
- When you find all four goal animals, the giraffe will call out your time. See if you can find the animals even faster the next time you play! Now it's your turn to hide the animals for player 2.



3+ | 1-6 players

46004

Requires 3 AA (LR06) batteries, not included.

BONUS GAME! MEMORY SCRAMBLE

Listen to the sequence the giraffe calls, and then tag the animals in the right order!

Setting Up

1. Choose your level. Press  to hear the levels. Press  when you hear the level you want to play.

Level 1: Get warmed up. The giraffe calls out the names of the animals.

Level 2: Not too tough. Animal names plus sounds!

Level 3: Getting tricky! Names, sounds, and colors.

Level 4: Harder still! The giraffe adds letters to the mix.

Level 5: Time to scramble! Answer fun questions like "Which animal has wings?"

2. Spread the four goal animals out on the floor: monkey, parrot, tiger, and elephant. Make sure they're on a flat surface and standing upright.

Playing

Listen as the giraffe calls out a sequence of animals. When he's finished, repeat the sequence by tagging each of the animals in order. He'll start with one animal (example: "Monkey!") and add another after each turn (example: "Monkey," "Green"). When you finish the sequence, you win!

Important: Please save this instruction sheet. It contains valuable product information.

Animal Scramble

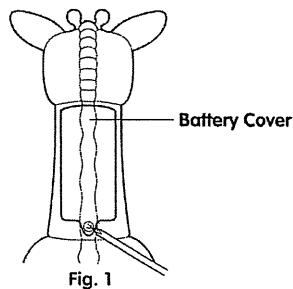
The Listen-and-Learn Game of Animal Tag!

BATTERY SAFETY INFORMATION

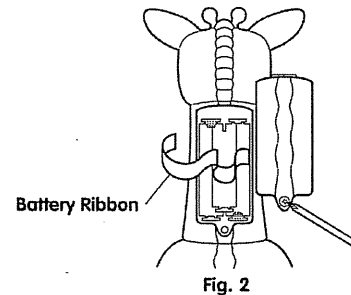
- Only adults should install and replace batteries.
- Do not recharge non-rechargeable batteries.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- The supply terminals are not to be short circuited.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only the batteries of the same or equivalent type are recommended to be used.
- Do not dispose of batteries in a fire; they may explode.
- Dispose of batteries safely.

ATTENTION ADULTS: TO REPLACE BATTERIES

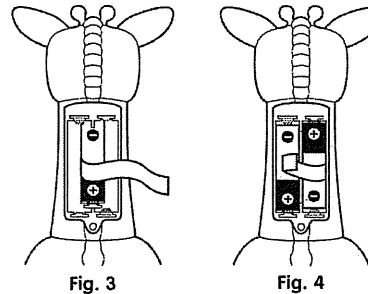
1. Use a small Phillips head screwdriver to loosen the screw on the battery compartment (Fig. 1). Remove **BATTERY COVER**.



2. Pull **BATTERY RIBBON** firmly to pop out all 3 exhausted batteries.
3. Place battery ribbon across bottom of battery compartment as shown (Fig. 2).



4. Place 1 fresh, new AA battery in the bottom of the compartment with the positive (+) end pointing down as shown (Fig. 3). **SNAP BATTERY IN FIRMLY.**



5. Fold ribbon back over first battery as shown (Fig. 3).
 6. Place 2 AA batteries in the remaining 2 battery holders, on top of ribbon, with each battery pointing in the direction shown (Fig. 4).
 7. Replace battery cover, making sure end of ribbon is tucked neatly inside. Tighten screw.
- IMPORTANT:** Observe battery polarity (+ and -)

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

FCC ID: N3EANIMALSCRAMBLE

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.

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.

ANIMAL SCRAMBLE 46004-4000 PS 05/08

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT
1-800-247-6570
WILDPLANET.COM/HELP
Wild Planet Entertainment, Inc., P.O. Box 194087
San Francisco, CA 94119-4087



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