

# FLIPPER FRENZY!

The run around, listen and learn game!



3+ | 1-6 players  
46111  
Requires 3 AAA (LR03) batteries,  
not included.

## READY, SET, PLAY!

Listen to the shark's clues. Pick up the right friend as fast as you can! Get ready to scramble when the clues get more challenging!

### USING THE SHARK TAGGER

- Step 1: Hold the shark tagger in your hand and press the big blue button with your thumb to open the shark's mouth. Pick up the friends by placing the shark's mouth over the friend and releasing your thumb from the button.
- Step 2: Shake the shark tagger to hear if you found the right friend!
- Step 3: Release the friend from the shark's mouth before finding the next friend. (Fig. 1)



Fig. 1

### GETTING STARTED

- Press the button on the shark tagger to get started.
- Choose a game. Press **menu** to hear the game choices. Press **GO** when you hear the game you want to play.
  - Game #1: **FLIPPER FRENZY**
  - Game #2: **GROUP FRENZY**
  - Game #3: **HIDE AND SEEK (2 players)**
  - Game #4: **SHARKY SAYS**

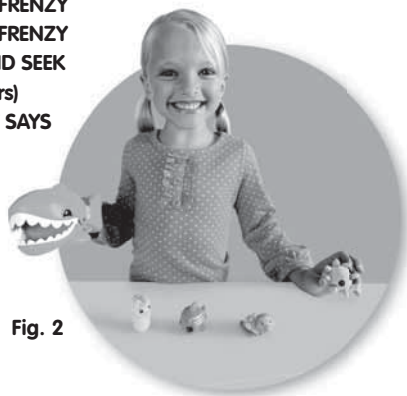


Fig. 2

## FLIPPER FRENZY

### SETTING UP

- Choose your level. Press **menu** to hear the levels. Press **GO** when you hear the level you want to play.
  - Level 1: Get warmed up. Listen for the names of the friends.
  - Level 2: Not too tough. Friend names and colors!
  - Level 3: Getting tricky! Names, colors, and letters.
  - Level 4: Harder still! Animal descriptions are added to the mix.
- Spread the four friends out on the floor: the turtle, seahorse, octopus and fish. (Fig. 2)

### PLAYING

- Pick up any friend with the shark tagger to start.
- Listen for the clues. If you hear the name "turtle," pick up the turtle with the shark tagger. If you hear "Who is yellow?," find the seahorse. Shake the shark tagger to hear if you tagged the right friend!
- At the end of your turn, listen for your time. See if you can beat it the next time you play!

In **GROUP FRENZY**, when you hear "Pass me!" the player holding the shark tagger passes it to the next player.

### BONUS GAME! HIDE AND SEEK

Hide the friends, then find them with the shark tagger!

### SETTING UP

Player 2 hides the friends around the house.

### PLAYING

- Player 1 counts with the shark tagger and closes his or her eyes.
- When you hear, "Ready or not, here we come," find and tag the friend that is called out. If you find a friend that wasn't called out, don't pick it up. Just remember where it is so you can come back to it later.
- When you find all four friends, listen for your time. See if you can find the friends even faster the next time you play! Now it's your turn to hide the friends for player 2.

## BONUS GAME! SHARKY SAYS

Listen carefully and find the friends ONLY when you hear "Sharky Says!"

### SETTING UP

- Choose your level. Press **menu** to hear the levels. Press **GO** when you hear the level you want to play. The higher the level, the more commands you will hear!
- Spread the four friends out on the floor: the turtle, seahorse, octopus and fish.

### PLAYING

- Listen as the shark tagger calls out commands. If the shark tagger says "Sharky says find the turtle!," find the turtle, then shake the shark tagger to hear if you found the right friend!
- If you hear a command that does NOT start with "Sharky says," do not pick up any of the friends. The shark tagger will call out the next command in 8 seconds.
- At the end of your turn, listen for your time. See if you can beat it the next time you play!

### POWERING OFF THE SHARK TAGGER

To shut off the game, press and hold the button on the Shark tagger for 5 seconds.

### DO NOT PLAY WITH FLIPPER FRENZY IN WATER!

Do not play with the shark tagger or friends in water! This includes the pool, bathtub, sink, sprinklers, etc.

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



**BATTERY SAFETY INFORMATION**

- Requires 3 AAA (LR03) batteries.
- Only adults should install and replace batteries.
- Rechargeable batteries are to be removed from the character before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- The supply terminals are not to be short circuited.
- Do not mix different types of batteries.
- Do not mix old and new batteries.
- Only the batteries of the same or equivalent type recommended to be used.
- Do not dispose 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.

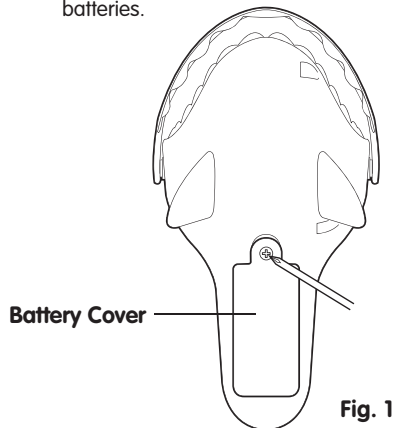


Fig. 1

3. Place battery ribbon across bottom of battery compartment as shown (Fig. 2).

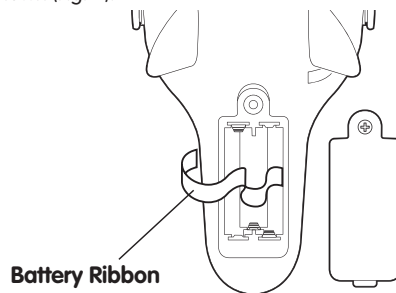


Fig. 2

4. Place 1 fresh, new AAA 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 AAA batteries in the remaining 2 battery holders, on top of ribbon, with each battery pointing in the direction shown (Fig. 4). IMPORTANT: Observe battery polarity (+ and -)
7. Replace battery cover, making sure end of ribbon is tucked neatly inside. Tighten screw.

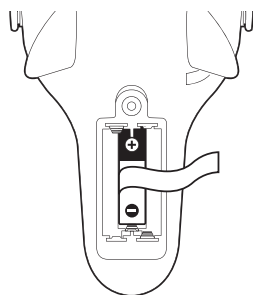


Fig. 3

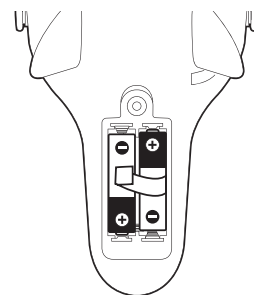


Fig. 4

FCC ID N3EFLIPPERFRENZY

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.

**Warning!** 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.

**NOTE:** This unit 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 unit 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 unit does cause harmful interference to radio or television reception, which can be determined by turning the unit 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 unit and receiver.
- Connect the unit 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.



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Foreign patents pending.  
Product specifications subject to change.

**FLIPPER FRENZY 46111-4000 PS 05/10**

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT  
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