Logo Spy Gear Name **Spy Seeker**

Descriptor Remote tracking device

Arrow / burst

SKU No.

Small Parts

Age Grading Ages 6 and Up

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

information!

Feature Callouts Bug

Tracker

On/Off Buttons

LED power indicator

Sensor Grid

Subhead 1 PLAYING WITH YOUR SPY SEEKER:

- 1. ADULTS: Install the batteries (see below for directions)
- Turn the Bug (small pod) on by pushing power button. LED indicator will illuminate.
- 3. Turn the **Seeker Unit** (large pod) on by pushing power button. LED indicator will illuminate.
- 4. Stash the Bug in something you wish to track down (like a backpack) or have a friend hide it for you to find.
- 5. The Seeker Unit will beep and light up depending on how close you are to the Bug.
- 6. Blue lights and slow beeping mean you're in range but farther away (COOL)
- 7. Yellow lights and medium beeping mean you're getting close (WARM)
- 8. Red lights and fast beeping mean you're very close (HOT!)
- If the lights and beeping stop, but the indicator LED is still on, then you're out of range.

PLAY TIPS:

- Have a friend hide with the Bug in their pocket, then try to find them!
- Treasure Hunt: Using a stopwatch, see who can locate the Bug first!
- Bomb Squad: Set a timer, then try to find the Bug before time is up!

Batteries/Subhead BATTERY INFORMATION:

Spy Seeker takes 6 AAA batteries (3 for the Transmitter, 3 for the Seeker).

ADULTS: To install or change batteries (each unit)

- Using a Philips screwdriver, loosen the screw on the battery cover. The screw will not fall out.
- 2. Remove the cover.
- 3. Install three fresh AAA alkaline batteries in each unit, following the diagram engraved inside the battery box.
 IMPORTANT: Make sure to install batteries in each unit AS SHOWN: two up, one down. If your Seeker does not work, double check the battery positions.
- 4. Reinstall the battery cover and tighten the screw.

Battery Safety:

- 1. Only adults should install and replace batteries.
- 2. Do not recharge non-rechargeable batteries.
- 3. Remove dead or exhausted batteries.
- 4. Insert batteries correctly. Match positive and negative signs.
- 5. Do not place anything across the battery terminals.
- 6. Only use the batteries specified above.
- 7. Do not use rechargeable batteries
- 8. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- 9. Do not mix old and new batteries.
- 10. Do not dispose batteries in a fire; they may explode.
- 11. Dispose of batteries safely

FCC legal Device operates at 915MHz

Logo Wild Planet
UPC Spy Seeker

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Consumers

If you have any questions, please contact us at 1-800-247-6570.

www.wildplanet.com

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