

# WOODY'S RUN AROUND ROUNDUP

The listen, think and move game





3+ | 1-6 players 46107 Requires 3 AAA (LR03) batteries, not included.

## READY, SET, TAG!

Listen to Woody's clues. Tag the right character as fast as you can! Get ready to scramble when the clues aet more challenging!

## **GETTING STARTED**

- 1. Press the (b) button on the Woody tagger to get started.
- Choose a game. Press to hear the game choices.
   Press when you hear the game you want to play.

Game #1: WOODY'S RUN AROUND ROUNDUP

Game #2: GROUP RUN AROUND ROUNDUP

Game #3: TREASURE HUNT (2 players)

Game #4: **MEMORY ROUNDUP** 

## WOODY'S RUN AROUND ROUNDUP

## SETTING UP

- Choose your level. Press to hear the levels. Press when you hear the level you want to play.
  - Level 1: Get warmed up. Listen for the names of the characters.
  - Level 2: Not too tough. Character names and letters!
  - Level 3: Getting tricky! Names, letters, and colors.
  - Level 4: Harder still! Character attributes are added to the mix.
- Spread the four characters out on the floor: Buzz Lightyear, Jessie, Hamm and Rex. Make sure they're on a flat surface and standing upright (Fig. 1).

## PLAYING

- Tag any character with the Woody tagger to start. Make sure the tagger covers the character completely.
- Listen for the clues. If you hear the name "Buzz Lightyear," tag Buzz Lightyear with the tagger. If you hear "Who wears a red hat?," tag Jessie.
- 3. At the end of your turn, listen for your time. See if you can beat it the next time you play!

In **Group Run Around Roundup**, when you hear "Pass me!" the player holding the Woody tagger passes it to the next player.

## **BONUS GAME! TREASURE HUNT**

Hide the characters, then find and tag them with the Woody tagger!

## SETTING UP

Player 2 hides the characters around the house.

## PLAYING

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

## **BONUS GAME! MEMORY ROUNDUP**

Listen for the sequence, and then tag the characters in the right order!

## SETTING UP

- Choose your level. Press to hear the levels.
   Press 60 when you hear the level you want to play.
  - Level 1: Get warmed up. Listen to the names of the characters.
  - Level 2: Not too tough. Character names and letters!
  - Level 3: Getting tricky! Names, letters, and colors.
  - Level 4: Harder still! Character attributes are added to the mix.
- Spread the four characters out on the floor: Buzz Lightyear, Jessie, Hamm and Rex. Make sure they're on a flat surface and standing upright.

## PLAYING

Listen as a sequence of characters is called out. When it's finished, repeat the sequence by tagging each of the characters in order. The sequence will start with one character (example: "Buzz Lightyear!") and add another after each turn (example: "Buzz Lightyear!," "Hamm!"). When you finish the sequence, you win!

## SHUTTING OFF THE GAME

To shut off the game, press and hold the 🐧 button on the Woody tagger for 3 seconds.

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



# WOODY'S RUN AROUND ROUNDUP

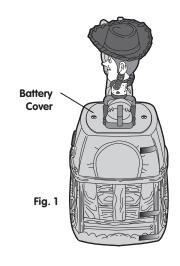
## The listen, think and move game

#### **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

- Use a small Phillips head screwdriver to loosen the screw on the BATTERY COVER (Fig. 1).
- 2. Remove battery cover (Fig. 2).
- Place 3 AAA (LR03) batteries in the battery compartment, with each battery pointing in the direction shown (Fig. 3). IMPORTANT: Observe battery polarity (+ and -)
- 4. Replace battery cover and tighten screw.



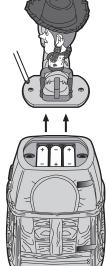


Fig. 2



Woody's Run Around Roundup 46107-4000 PS 10/09

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

## FCC ID N3EWOODYRARU46107

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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