



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

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BASIC PLAY INSTRUCTIONS

- To POWER ON your Aquapet: Press the STAR (★) or HEART (♥) button 2 times. You'll hear a chime and your Aquapet will do a "Hello" song and dance to let you know it's ready to play!
To POWER OFF your Aquapet: Hold the STAR and HEART buttons simultaneously for 5 seconds until you hear a chime sound.
TO MOVE IT TO THE LEFT: Press the STAR button.
TO MOVE IT TO THE RIGHT: Press the HEART button.
TO MOVE IT DOWN: Press both buttons at the same time and release quickly.
TO MAKE IT JUMP UP AND DOWN: Hold the Aquapet a few inches from your mouth and speak directly into the microphone. (TIP: If your Aquapet does not respond to your voice, try speaking in a higher or lower tone.)
AQUA PARTY: Set two or more Aquapets together, facing each other, turn them both on and watch them sing and dance together.
EAGER PET: When you play with your Aquapet in non-game mode, sometimes it becomes very excited and bursts into spontaneous song and dance (for uninterrupted play, try Bubble Boogie, or the other games described below).
AUTO SHUT OFF: If left inactive for about 1 minute, your Aquapet will emit a chime sound and will shut off automatically.



GAME PLAY INSTRUCTIONS

Memory Moov: Test your memory to see if you can copy your Aquapet's moves as they get more challenging!

- Tip: Read all the way through these instructions before you start playing.
1. TO START THE GAME: Press and CONTINUE TO HOLD the STAR button. Hold the Aquapet a few inches away from your mouth and speak directly into the microphone. When your Aquapet starts to sing and dance, let go of the STAR button and move the Aquapet away from your mouth. When its song is done, you are ready to start the game.
2. Your Aquapet will start by moving either to the left or the right. After it moves, copy that movement by pressing the sequence of correct buttons.
a. For example, if the Aquapet moves left-right-left, you would copy your Aquapet's moves by pressing STAR, HEART, STAR.
b. To add to the fun, your Aquapet will add a new move to the sequence, making it longer and more challenging.
3. If you copy the sequence incorrectly, your Aquapet will let you know by moving down and making a low sound, then ending the game and returning to basic play mode.
4. If you get 5 correct sequences in a row, your Aquapet will perform a surprise song and dance.
5. You must press a button within 3 seconds or your Aquapet will stop playing and will return to basic play mode.

Aqua Speed: Test your reflexes and see if you can match the speed and direction of your Aquapet's moves!

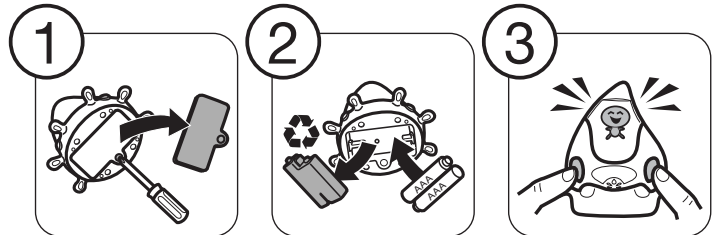
- Tip: Read all the way through these instructions before you start playing.
1. TO START THE GAME: Press and CONTINUE TO HOLD the HEART button. Hold the Aquapet a few inches away from your mouth and speak directly into the microphone. When your Aquapet starts to sing and dance, let go of the HEART button and move the Aquapet away from your mouth. When its song is done, you are ready to start the game.
2. Your Aquapet will move to the left or the right, at a slow speed in the beginning of the game. Try to correctly match its speed by pressing the STAR (left) or HEART (right) button as soon as the Aquapet moves. For each turn, you only need to press the button one time to match the Aquapet's direction.
For example, if the Aquapet moves left one or more times, press the STAR button. If it moves right one or more times, press the HEART button. Then match its next direction.
3. If you correctly match the Aquapet's moves and speed, it will test you by moving faster. The more correct answers you get, the faster it moves!
4. If you successfully keep up for 5 moves in a row, your Aquapet will perform a surprise song and dance.
5. If you press a wrong button, your Aquapet will let you know by moving down and making a low sound, then ending the game and returning to basic play mode.
6. You must press a button within 2 seconds or your Aquapet will stop playing and will return to basic play mode.

Bubble Boogie: This puppet game lets you make your Aquapet dance and move the way you want to!

- Tip: Read all the way through these instructions before you start playing.
1. TO START THE GAME: Hold your Aquapet a few inches from your mouth and speak directly into the microphone. AFTER YOU BEGIN SPEAKING, PRESS AND CONTINUE TO HOLD the STAR and HEART buttons down simultaneously. When the Aquapet begins to sing and dance, let go of both buttons and move the Aquapet away from your mouth. You are now in Bubble Boogie mode.
2. To move your Aquapet to the left, press the STAR button; to move it to the right, press the HEART button. To make it go down, press both buttons.
3. Once you complete a sequence of moves your Aquapet will perform a song and dance.
4. NOTE: If you stop playing for 10 seconds, your Aquapet will stop playing too and will enter back into basic play mode.

Before you play – don't forget to remove the "special" battery!

Your Aquapets came with a with a special try me battery. This battery must be removed and replaced with 2 AAA batteries before you can play with your Aquapet. Here's how:



BATTERY SAFETY

- Requires 2 AAA (LR03) batteries, not included.
Only adults should install and replace batteries.
Rechargeable batteries are to be removed from the toy 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 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 recommended to be used.
Do not dispose batteries in a fire; they may explode.
Dispose of batteries safely.

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.

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 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.

AQUAPETS 22200-4000 PS 5/11



IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT 1-800-247-6570 WILDPLANET.COM/HELP Wild Planet Entertainment, Inc., P.O. Box 420 San Francisco, CA 94104-0420