

ZhuZhu AQUARIUM

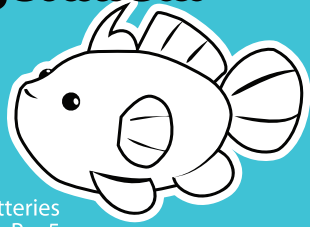
AGE GRADE 4+

This package includes:

1 Fish

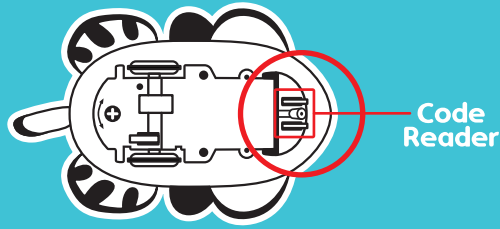
Please Note

- Requires 2 AAA batteries (Not Included). See Pg. 5 for battery recommendations.
- Please retain these instructions as they contain important information.
- Read all of the instructions before operating your Fish.
- Adult supervision is required to change the batteries.
- The Zhu Zhu Aquarium™ Fish is a toy. It is not intended for use with live animals or in water.
- Zhu Zhu Aquarium™ Fish come in many different colors and styles and may differ from the Fish shown on this instruction sheet.



Fish Codes

The Fish is equipped with a proprietary code reader. This reader allows the fish to react to the different locations inside Zhu Zhu™ Aquarium environments.



The Aquarium Starter Set and all other add-on sets are sold separately. To see examples of these sets, turn over to opposite side to see full color images.

NOTE: The code reader has no function outside of the play sets.

For more information on the Zhu Zhu™ Aquarium and Fish play sets and accessories, please go to:

www.zhuzhuaquarium.com

Unpacking Your Fish

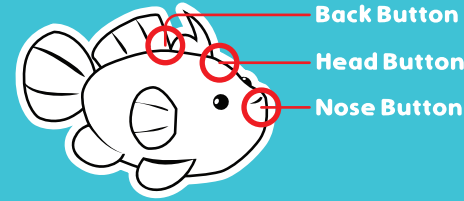
Remove all contents from package and discard any rubber bands, wire ties or other packaging materials that are not part of the product.

Preparing Your Fish For Operation

Install 2 AAA batteries. For best results, use Alkaline batteries (See Pg. 5 for battery recommendations).

Activation Buttons

The Fish has two activation buttons and one sensor button. The button on its head and one on its back activate the play. The button on its nose acts as a bump sensor when in Explore Mode and as a Try-Me button when in Sleep Mode. The Nose Button has no function in Talk Mode.



To turn off the wheel drive push either the Head or Back Button.

Operating Modes

The Fish has three Modes of operation, Talk Mode, Explore Mode and Sleep Mode.

1. Talk Mode: this is the “nurturing/loving” mode - when you want to give your Fish special attention without having it try to swim away from you. Press the Head Button to make the Fish make a variety of cute sounds. It will continue to make new sounds every few seconds or every time you push the Head Button. After about one minute the Fish will automatically go to sleep.

2. Explore Mode: this is where you get to watch the Fish go out and explore the world! Press the Back Button to engage the motor, set the Fish on a smooth surface. In Explore Mode the Fish will entertain you with crazy fun sounds and wacky swimming movements. It will back up when it bumps its nose. Press the Back Button again while in Explore Mode and the Fish will go to sleep. If left alone in Explore Mode, the Fish will automatically go to sleep after about 3 minutes.

3. Sleep Mode: the Fish will “sleep” to conserve energy and save the batteries when not in use. You can wake it up by pressing the Head or Back button. Sleep Mode also doubles as a Try-Me Mode for the Fish.

• DO NOT PUT FISH IN WATER!
• KEEP HAIR AWAY FROM WHEELS

For Questions and Comments please call:
1-800-225-9319

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St. Louis, Missouri 63124
Made in China



WARNING:

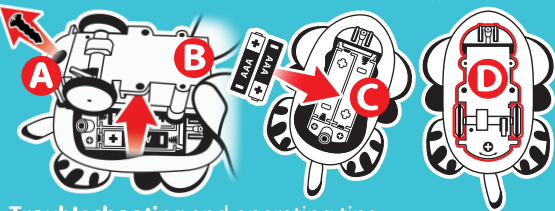
All rubber bands and wire ties, as well as tags, are not parts of this toy and should be discarded for your child's safety. Colors and contents may vary from those shown on the package.

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REV T12102009 86650

Changing the Batteries

Adult supervision is required.

- Turn the Fish over and unscrew the motor box.
- Remove the motor box.
- Replace the two AAA batteries matching the polarity shown inside the battery compartment. Be sure the batteries are firmly seated.
- Replace the motor box and screw snugly.



Troubleshooting and operating tips:

- The Fish are designed to act randomly and unpredictably. Yours may not act the same each time.
- Keep fingers, hair, and loose clothing away from the wheels.
- If hair gets caught by winding around a wheel, stop the motor quickly by pressing the back or head button or simply turn the Fish upside down, triggering the tilt sensor. Once stopped, slowly unwind hair from axle by turning the wheel by hand.

- If the Fish makes sounds but the wheels will not turn, open the battery box, make sure both batteries are firmly seated in position.
- If the Fish does not run or make sounds, the batteries may be depleted. Replace with fresh AAA batteries. For best performance and battery life, use Alkaline or better.
- If the Fish seems to get stuck moving around in the play sets check all of the snaps and connector junctions. Your Fish works best on smooth, hard, even surfaces. It will not work on carpet or other soft surfaces. Do not use in sand, grass, or wet conditions.

- Running time and battery life will depend on play conditions and may vary.
- To make your Fish go to sleep, press the Back Button while in Explore Mode.

- The sleep timer is reset each time the Fish passes over a code in a play set.
- Remove the batteries if the Fish is stored for long periods of time.
- The Fish is not designed to be a sleep toy, remove the batteries if your child wishes to take it to bed.
- Spot clean only, do not soak.
- Do NOT place Fish in water.
- If the Fish gets wet for any reason, remove the batteries and allow the Fish to air-dry overnight before attempting to operate it again.

Battery Information

- Always replace used batteries with fresh Alkaline batteries. Only batteries of the same type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Do not mix old batteries with new, do not mix Alkaline with standard zinc or rechargeable nickel cadmium batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are not to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Exhausted batteries are to be removed from the toy.
- Do not dispose of batteries in fire.
- The supply terminals are not to be short-circuited.

Claim: 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. **Caution:** changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.