



R&R Games Presents

Hide & Seek Safari®



Frequently Asked Questions:

Q: How do I turn on the wand/animal?

A: **Seeker Wand:** Press and hold the red button on the Seeker Wand to activate the search function. The Seeker Wand will automatically shut off when the button is not pressed.

A: **Animal:** Press the red button on the Animal to turn it on. The Animal will automatically shut off 20 min. after the button was last pressed.

Q: How do I turn off the Seeker Wand/Animal?

A: **Seeker Wand:** The Seeker Wand will automatically shut off when the button is not pressed.

A: **Animal:** The Animal will automatically shut off 20 min. after the button was last pressed. If you wish to turn off the Animal before the 20 min. time period elapses, press and hold the red button for 3 consecutive seconds. Use the Seeker Wand to check if the Animal is now off.

Q: How do I play with this?

A: One person hides the Animal, then others must use the Seeker Wand(s) to track it down and find it. The Animal can be hidden indoors or out but not in a tightly enclosed space.

Q: Can I use multiple Seeker Wands/Animals at once?

A: Absolutely! Play can include as many Seeker Wands and Animals as you like. All Seeker Wands will find any of the animals.

Q: Is this product safe for my child?

A: Yes it is! You can check our CPSIA certificate available on our website to verify it has been safety tested.

Q: Does the Animal make sounds or run off and hide by itself?

A: No, the animal is silent and no, any movement of the Animal is up to you.

Caution and Battery Installation:

This product uses small batteries which should be kept away from small children. Make sure batteries are inserted correctly and the battery door screwed in place. Do not mix old and new batteries or alkaline, standard or rechargeable batteries.

1. Requires two AA alkaline batteries (wand) and one 9v alkaline battery (Animal).
2. When the batteries run low on power, the Animal's beacon will be too faint for the wand to pick up and the wand's lights will be dim and not work properly. Replace the batteries at this time.
3. Open the battery door with a screwdriver.
4. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
5. Replace battery door securely and tighten battery door screw.

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Troubleshooting:

A - Toy worked fine yesterday, but now does not turn on or respond. Try one or more of the following: **1** - Press the button on the Animal, then press the button on the Seeker Wand. If the Seeker Wand does not light up and sound at close range, the batteries may be weak or drained. **2** - Remove the batteries and put them back in making sure polarity is correct (+/-). **3** - Make sure battery cover is correctly secured. **4** - Clean battery contacts with rubbing alcohol. **5** - Try replacing the battery with a new fresh one.

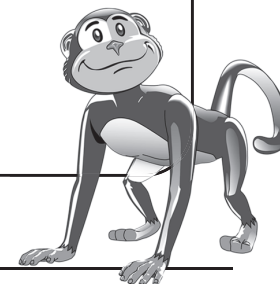
B - My Animal or Seeker Wand is not working. Help! Go through this CHECKLIST to diagnose and fix the problem:

1 - Press and hold the red button on the Seeker Wand. Do you see a green light? Then you have power. If no green light, replace the batteries and try again. If still no green light, go to step 5. **2** - Now pull out some metal car/house keys. Jingle them at the end of the Seeker Wand. Do you see all 4 lights lighting up? If so, your wand is probably fine. If not, go to step 5. **3** - Press the red button on the Animal to turn it on. If your Seeker Wand lights up but has no sound, your Animal is fine, but the Seeker Wand may have a problem. Try pressing a paper clip into the small hole under the green light on the Seeker Wand. If still no sound, try twisting the wand while holding a hand on each end. If still no sound, go to step 5. **4** - If the Seeker Wand doesn't light up after you turned on the Animal then replace the battery with a fresh 9V. If the Seeker Wand still doesn't respond, then your animal has a problem.

5 - Contact us at info@RnRgames.com with your mailing address and contact information, approximate date of purchase, a description of the problem and your results from this checklist. We'll contact you with instructions on how we will repair or replace your wand or animal. Please be sure to include the above information or we will not be able to respond to your request accurately.

C - My Monkey's head/leg/foot/hand/tail fell off! - Email us at info@RnRgames.com and we'll fix the problem.

D - I bought a dual wand pack and one wand works fine, but the other has no sound/crazy lights/no lights, etc.
Email us at info@RnRgames.com and we'll fix the problem.



Battery Safety:

Replacement of batteries must be done by adults. Follow the polarity (+/-) diagram in the battery compartment. Promptly remove dead batteries from the toy and dispose of used batteries properly. Only batteries of the same or equivalent type as recommended are to be used. DO NOT incinerate used batteries. DO NOT dispose of batteries in fire, as batteries may explode or leak. DO NOT mix old and new batteries or types of batteries (i.e. alkaline/standard) DO NOT use rechargeable batteries. DO NOT recharge non-rechargeable batteries. DO NOT short-circuit the supply terminals.

Consumer Service Contact: email: support@RnRgames.com Telephone: 1-888-8RIDDLE (874-3353) Hours: Monday through Friday, 9:00 AM to 5:00 PM, Eastern Time. www.RnRgames.com Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment. NOTE: 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. ©2010 R&R Games, Inc. All Rights Reserved.

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