

△ WARNING:

CHOKING HAZARD-

Toy contains a small ball. Not for children under 3 years.

REQUIRES 3 "C" BATTERIES (NOT INCLUDED)

Contents:

can play

baseball,

basketball or

(1) Electronic Talking My Pal 2000

(3) Foam Balls

(1) Baseball Bat

(1) Baseball Cap

(1) Two Piece Funnel

(1) X2000 Flashlight

My Pal 2000

Battery Installation:

- 1. Install 3 new D batteries.
- 2. Connect backpack to My Pal 2000 by pushing in straight down.
- 3. Tighten screw between backpack and My Pal's 2000 belly.

How To Use:

- Turn My Pal 2000's power on by shaking his right hand. However, you can't turn him on by the sound of your voice.
- Once on, he will respond to the sound of your voice. When you talk to him, he'll reply with sayings and sounds.
- My Pal 2000 will automatically turn off if he is not played with for 30 seconds to preserve his batteries.
- 4. If my Pal 2000 "locks up", press the reset button located on his back (below his hips). The button is recessed, so you will need a pencil point to press it.
- Store My Pal 2000's accessories or your favorite things in his backpack. Swivel back panel cover to easily open and close the backpack.

Nore: Any of My Pals features will turn him on.

How To Play Basketball:

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- Pull the red tab (located on the front of My Pal's waist) outward until the basketball hoop is fully extended.
- Make sure that the lever located in the middle of the basketball hoop can freely move up and down.
- Throw the foam ball through the hoop. Each time you make a basket, My Pal 2000 will make an electronic sound.
- 4. Push the hoop back into his waist when you are ready to play a different game.

How To Play Baseball:

- 1. Attach the funnel to his left arm.
- 2. Aim the shagner arm in the direction you want My Pal to pitch.
- 3. Load funnel with the 3 foam balls
- 4. To choose the pitching speed, press the red button on My Pal's chest for fast or the green button for slow. The button will lightup letting you know which mode you have chosen.
- 5. Position yourself 10-15 feet directly in front of My Pal's 2000 pitching arm.
- 6. Loudly say the word pitch and My Pal will pitch the balls to you. You can either catch the balls with your hands or hit the balls using the bat. He will automatically stop pitching when there are no balls left in the funnel.
- 7. His funnel will catch the foam balls if you toss them back inside it.

Note: Only use the supplied foam balls in My Pal 2000's shooter arm.

How To Play Reaction:

- Press the purple button located on My Pal 2000's chest to start the game. His chest buttons will randomly lightup.
- Try to press the buttons on his chest as they lightup. You will receive a point each time you press the button while it is still lit. You will not receive a point if you hit an incorrect button or don't respond guickly.
- 3. The game will quicken as you play.
- 4. At the end of the game, you will hear a beep for each point you receive.

How To Play Follow Me:

- Press the red button located on My Pal 2000's chest to start the game. His chest buttons will lightup in sequence.
- 2. Wait until My Pal finishes the sequence, then press the chest buttons in the exact same order that they just lit up. After you successfully complete a stage, an additional light will be added to make the game more challenging. The game will end if you don't follow the pattern correctly or respond too slowly.

How To Tickle:

- My Pal 2000 will laugh when you press the tickle button on his right hip.
- 2. Press the tickle button several times quickly to make him say "that tickles".

How To Play Funny Sounds:

- 1. Press the orange button located on My Pal 2000's chest to start the game.
- Press each chest button to make a different funny sound. He will remember the funny sounds in the order you press them.
- 3. Press the tickle button on his hip to playback the tunny sounds in the order you programmed them. Press the tickle button again to repeat the same sequence. Reprogram the funny sounds by pressing his chest buttons and then hitting the tickle button

Note: My Pal 2000 will stop playing funny sounds if no buttons are pressed for 8 seconds.

How To Shake Hands:

- 1. My Pal 2000 will introduce himself when you move his arm up and down fully.
- 2. Move his arm up and down seversl times (quickly) to make him say different phrases.

How To Roll Back And Forth:

- 1. My Pal 2000 will make sounds when you roll him back and forth.
- 2. If you roll him back and forth quickly, he will say different phrases.

How To Activate x2000 Flashlight:

- Slide the flashlight into My Pal 2000's right hand. The light will automatically turn on once it is plugged in.
- Press the green chest button to turn the flashlight on or off while it is in his hand. You can also turn the flashlight off by removing the flashlight from his hand.
- Store the x2000 flashlight on the right side of his backpack when not in use.

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How To Activate Sentry Mode.

- 1. Press the blue button on My Pal's chest to activate the room sentry feature.
 - will ask you for a password.
- Enter your password by pressing the chest buttons in any particular order. Press the tickle button located on his hips to lock the password in.
- 4. He will tell you he is ready by saying "My Pal 2000 on duty ten hut".
- 5. iviv Pai will sav "Halt. who goes there?" whenever he hears a sound. He will ask you to enter a password.
- 6. You must enter the correct password to deactivate his sentry mode..

Note: If you forget your password, you can press the reset button.