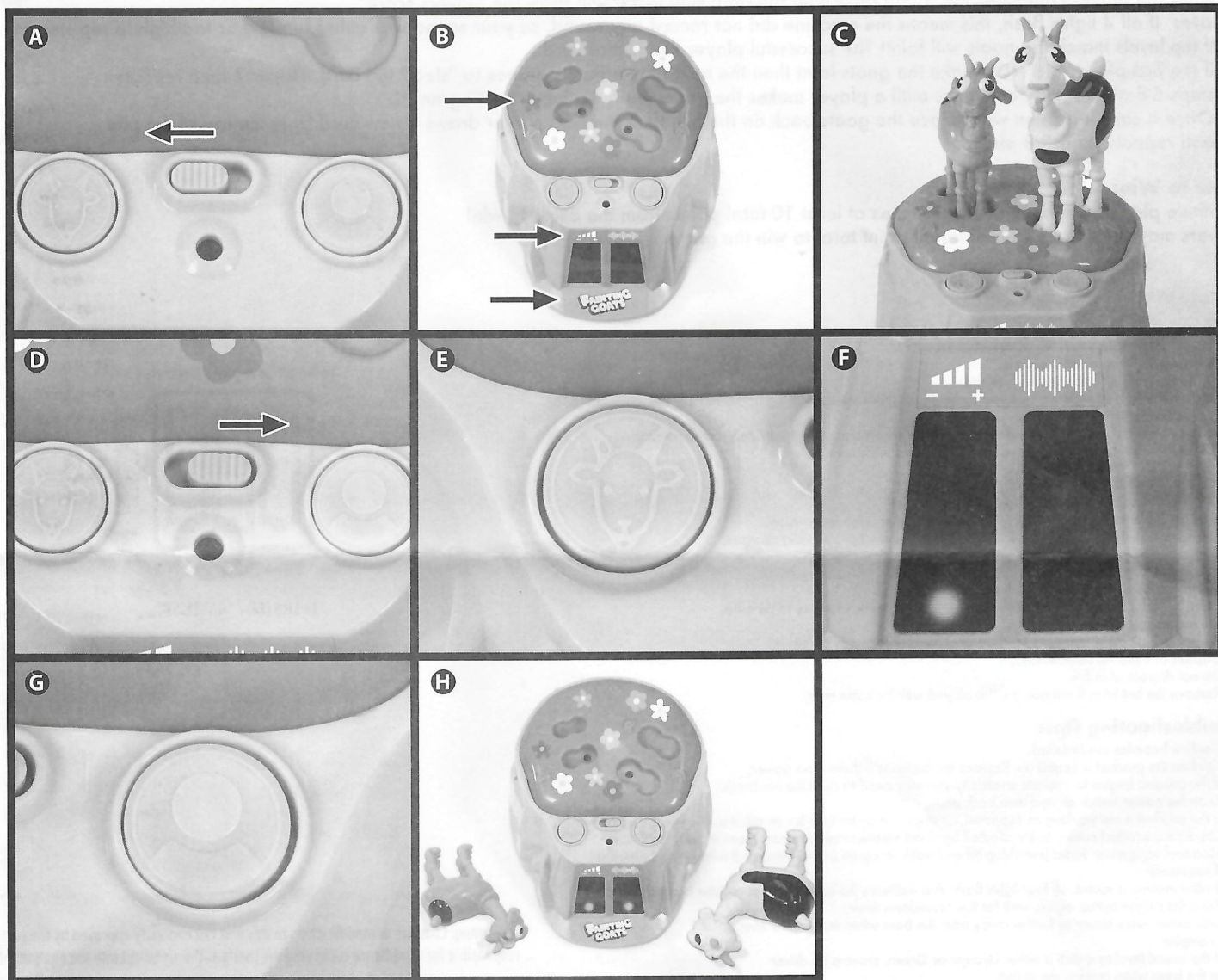


FAINTING GOATS™

INSTRUCTIONS



Contents: 1 Game platform, 2 Goats, 42 Playing cards, 1 Sticker sheet, Instructions.

Getting Started:

Before using the machine for the 1st time, the following set-up steps must be taken by an adult.

1. Check contents to ensure you have all the parts.
2. Ensure the machine is in the "O" - OFF position, as shown in Diagram A.
3. Remove the battery compartment door and install 3 x 1.5V "AA" size batteries (not included).
4. Replace the battery compartment door.
5. Decorate the game platform with the stickers provided, as shown in Diagram B.
6. Find a firm, flat level surface.
7. Place the goats on top of the game platform, as shown in Diagram C.
8. Shuffle, then place the cards face down in a pile (goat image facing up) next to the game platform.

You're Ready to Play:

1. Turn the power switch to the "I" - ON position, as shown in Diagram D.

Objective:

1. Make the right sound at the right noise level to scare the goats & make them faint!
2. Win the GOAT cards each time you succeed to make them faint! Be the first player to collect 10 GOAT points to win!

How to Play:

1. The youngest player goes first.
 2. Select a card from the top of the pile and turn it over to reveal the sound to be made.
 3. Press the goat button on the left, as shown in Diagram E.
 4. A goat sound will be heard, then the lights will flash on the left side sound meter to reveal the noise level the player needs to match, as shown in Diagram F.
 5. There are four sound levels; Orange = Softest / Green = Soft / Blue = Loud / Red = Loudest.
 6. Press the player button on the right, as shown in Diagram G.
 7. A 3 second countdown will play, followed by a quick beep.
 8. After the beep, the active player will have 3 seconds to make the noise shown on the card. You can follow the sound at the top of the card, or make up your own version of that sound.
***TIP:** Try not to make short, sharp sounds. Maintain the sound for the full recording time to have the most accurate reading.
- Important:** If all the other players agree the active player did not make the correct sound, the active players turn is forfeited.
9. After the player completes the sound recording the right side meter will show the players score*.
 - *Note:** If all 4 lights flash, this means the machine did not record any sound, so your sound was either too low or too high to register.
 10. If the levels match the goats will faint! The successful player keeps that card.
 11. If the first player did NOT make the goats faint then the next player has a chance to "steal" the card. Player 2 then repeats steps 6-8 above. Play continues until a player makes the goats faint, as shown in Diagram H.
 12. Once a card has been won, place the goats back on the hill, then the next player draws a new card from the top of the pile and repeats steps 3-8 above.

How to Win:

Continue playing until one player reaches at least 10 total points from the cards to win!
Players may also agree to a different point total to win the game.

Battery Installation & Replacement:

1. Installation by an adult required.
2. Switch toy off before inserting batteries.
3. Loosen the screws with a crosshead screwdriver (not included) to open the battery compartment door on the backside of the product.
4. Insert / replace the new batteries in the proper direction inside the battery compartment.
5. Close the battery compartment door and screw shut securely.

Battery Instructions & Replacement:

1. Non-rechargeable batteries are not to be recharged.
2. Rechargeable batteries are only to be charged under adult supervision.
3. Rechargeable batteries are to be removed from the toy before being charged.
4. Batteries are to be inserted with the correct polarity.
5. Exhausted batteries are to be removed from the toy.
6. The supply terminals are not to be short-circuited.
7. Only batteries of the same or equivalent type as recommended are to be used.
8. Do not mix old and new batteries.
9. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
10. Dispose of batteries responsibly.
11. Do not dispose of in fire.
12. Remove the batteries if not going to be played with for some time.

Troubleshooting Tips:

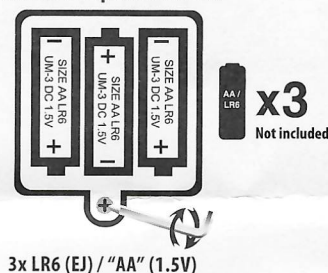
1. Confirm batteries are installed.
2. Confirm the product is turned on. Replace the batteries if there is no power.
3. If the product begins to operate erratically you may need to reset the electronics. Slide the power switch off and then back on.
4. If the product is not working as expected, or stops, it may be time for an adult to change the batteries.
5. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
6. If after making a sound, all four lights flash, that indicates the sound did not register properly. Press the player button again, wait for the countdown timer, then either move closer or further away from the base when making the sound.

Examples:

If the sound level to match is either Orange or Green, move a bit closer to the base when making the sound.

If the sound level to match is either Blue or Red, move a bit further away from the base when making the sound.

To insert or replace batteries



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 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.
- Consult the dealer or an experienced radio/ TV technician for help.



Manufactured by:

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MADE IN CHINA

For product support, missing or broken parts, and other issues & questions, please contact us through the customer care section of our website www.ambassadorgames.com or email support@merchantambassador.com

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Imported By:
Scientifics Direct
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WARNING:
CHOKING HAZARD - Toy contains small parts. Not for children under 3 years.

MEETS CPSC SAFETY REQUIREMENTS
Keep this information.
Color, designs and decorations may vary from those shown in photographs.