



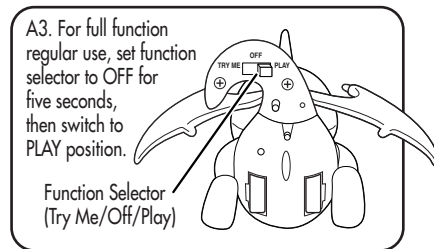
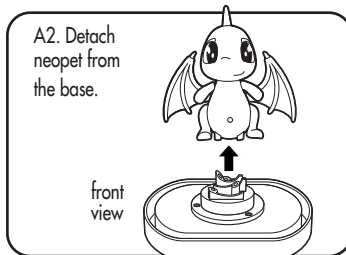
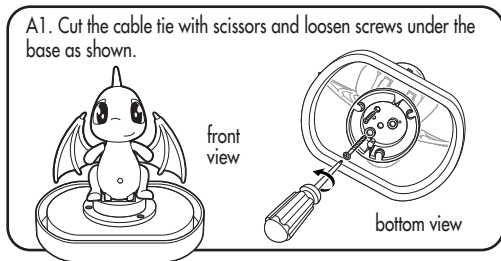
I talk and move!



## Voice Activated Shoyru™ Instruction Guide

Congratulations! You are now a proud owner of an official Voice Activated NEOPETS™ neopet! Your virtual friend online can now be your best friend at home. Each neopet has its own personality and behaves differently with sounds, motions and lights! It knows when you talk to it and even when you pick it up. Playing with your special friend is easy, follow the instructions below and enjoy!

**Removing Your Neopet From The Package:** (Adult Assistance Required) Ask an adult to help unpack Shoyru as shown (diagrams A1-A2). Your Voice Activated Neopet comes with two 'N' batteries for Try Me store demonstrations only. Battery life may be impaired. We recommend replacing the batteries after purchase (see Battery Instructions).



Discard all screws and packaging attachments before giving the toy to a child. Keep small parts away from young children.

**Play Instructions:** It's fun to play with Shoyru! It'll respond when you (1) press the TALK button (diagram B), (2) speak to it, (3) pick it up or place it down. For full function regular play, set function selector to OFF for five seconds, then switch to PLAY position (diagram A3). The very first time the function selector is set to PLAY, Shoyru's mood is set to Content. After playing for a while, and depending on how you treat your neopet, its mood may change to Happy or Not-So-Happy. Try reading your friend's happiness level by its lights (see The 3 Moods Of Your Neopet).

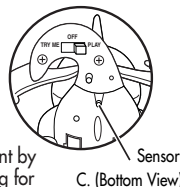
Shoyru will respond every time you speak or press the TALK button. If there's no command from you, it'll try to catch your attention by making short sounds and/or motions with lights. When it has been left idle for a while, it'll yawn and go into **'Sleep'** mode to save battery life. Press the TALK button and it'll wake up (to the mood prior to sleeping). You may also turn off the power by setting the function selector to OFF. To resume playing, switch the selector to PLAY and press the TALK button.

**1. TALK Button:** Shoyru loves to talk to you! With the function selector set to PLAY, press the TALK button (diagram B) and your neopet will talk with motion and lights. Its reactions will depend on its current mood. For example, it'll respond happily if in a happy mood. When you want to hear your neopet speak and watch it move (in its current mood only), use the TALK button. Note: You can switch to voice activation anytime by speaking to your neopet (see Voice Activation).

**2. Voice Activation:** Shoyru can hear you and respond with sound, motion and lights! It's easy! Place your neopet in front of you and speak to its hidden microphone (diagram B) at a close distance. It'll respond after you've started talking (approx. 4 seconds). To continue, wait until it has finished talking or moving before speaking to it again. Remember to set the function selector to the PLAY position and make sure your neopet is not in sleep mode.



3. **Picking Up/Placing Down Your Neopet:** Shoyru is smart! It knows when you pick it up or place it down with the help of a sensor on the bottom (diagram C). Every time you pick up your neopet, its happiness level rises! It'll flap its wings and make special sounds with light-up eyes. When you place it down, it'll thank you with another special sound and reaction! Note: If you pick up Shoyru but place it down almost immediately, it will ignore the action. Similarly, if you place it down and pick it up again too quickly, it'll ignore the motion.



### The 3 Moods Of Your Neopet:



**Content** Speak to Shoyru in a normal voice (not harsh or loud) and it'll talk back and move around with flapping wings. You'll know it's content by the two lights flashing simultaneously in its eyes. Try not to chat for too long as your neopet will get tired and its mood may change. After talking for twenty consecutive times, it'll take a nap and go into sleep mode. Tip: Use short phrases and pick up Shoyru to play often!



**Happy** Talk softly to your magical neopet and it'll be pleased. It'll dance and flap its wings; giggle and hum a tune! Even the two lights in its eyes will seem to be dancing from left to right! Tip: The more you use a soft tone, the happier Shoyru will be.



**Not-So-Happy** Raise your voice to Shoyru and it'll be upset. It'll fluff its wings and run around in circles. (See how the two lights glow in its eyes?) If you speak loudly three consecutive times, it'll remain unhappy until you pick it up to play or talk to it in a normal or soft tone. Then, it'll perk up and return to its previous mood (content or happy). Tip: You may need to talk softly a few times to boost Shoyru's happiness level before it returns to a happy mood again.

#### Hint:

Turn power to OFF to reset your neopet's mood back to content.

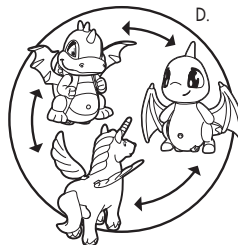
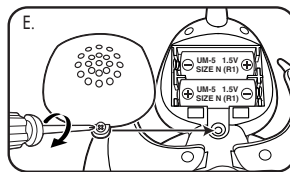
**Playing With Two Or More Neopets:** (Each sold separately) It's lots of fun with more than one neopet! First, place the neopets close together (diagram D). When they've stopped talking or moving, wait another second, then press any neopet's TALK button and they will talk and interact with each other by responding to each other's voices! (Note: If the neopets are in sleep mode, press all their TALK buttons once to wake them up). You can join in by speaking to the group when the others have stopped talking or moving. The neopets will continue chatting until they're tired and go into sleep mode to rest. You may want to end the chatting before then to save battery life.

**Battery Instructions:** Ask an adult to help open the battery cover with a Phillips screwdriver (diagram E) and replace with two new alkaline 'N' batteries (not included) as shown. Do NOT use rechargeable batteries.

**CAUTION: To Avoid Battery Leakage** - Be sure to insert batteries correctly and follow the toy and battery manufacturers' instructions. Never mix old batteries with new batteries, or mix Carbon-Zinc, alkaline or Nickel-Cadmium batteries. Always remove exhausted or dead batteries from the product. Dispose of batteries safely. Batteries inside this product may explode or leak when in contact with fire.

### Helpful Hints:

1. For regular play with full functions, make sure the function selector is set to the PLAY position (diagram A3).
2. For best results, place your neopet in front of you and speak to the hidden microphone at a close distance (diagram B).
3. Always wait until your neopet has finished its responses (sounds, lights and action) before speaking to it again.
4. If your neopet's wings become detached, simply align the slots on the body and the wings and press into position.
5. When the voice or sound starts to distort or slow down, or when the lights start to dim, replace batteries with new 'N' batteries.
6. Remove batteries and set the function selector to OFF position before storing the neopet away for a long period of time.
7. Do NOT throw the neopet against or drop it on any hard surfaces. Do NOT immerse it in water or play with it in a wet environment.
8. **If you drop your neopet and it does not respond, try replacing the batteries.**



#### NINETY DAYS LIMITED WARRANTY

THINKWAY warrants to the original consumer purchaser that this toy product will be free from defects in material or workmanship under normal use for a period of ninety (90) days from the date of the original retail purchase. This warranty does not cover damage resulting from accidents or any external cause, misuse or abuse. Valid only in North America. This product meets or exceeds the safety requirements of F963-96a.

Questions or Comments? Call us any time:

**THINKWAY Consumer Services**

**1-800-535-5754**

No. 13741. Ages 4 And Up. Patents Pending. Thinkway Toys.

Retain this instruction guide for future reference. Actual product may vary. Printed in China.