

Interactive Talking Neopets Plushies

Kougra[™] Instruction Guide

Your best friends online can now be your best friends at home. New Neopets Plushies can react to the sound of your voice with talking, vibrating and flashing lights. That's not all! Bring your Plushie Neopet together with other Interactive Talking Neopets[™] or Petpets[™], and they'll recognise and communicate with each other. They'll even play a game with you!



Voice Activated
 over
50
 sayings

Kougra[™]

Kougras were discovered in the deep forest of Mystery Island[™], feasting on the exotic fruits also found there. One of the Kougra's favourite games to play is coconut bowling, and they just LOVE to practice pouncing on each other.

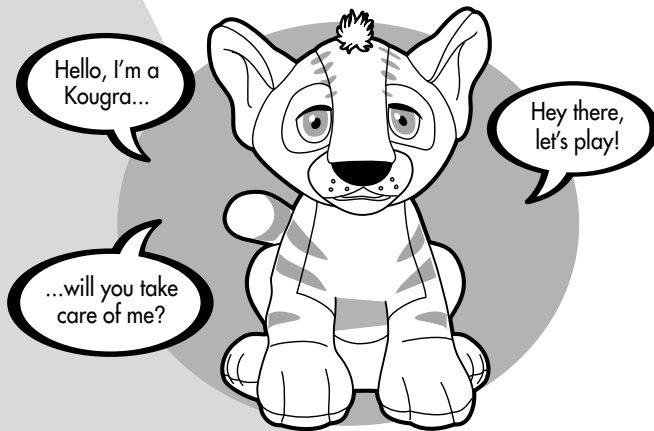
over
30^{*}
 Bonus Sayings



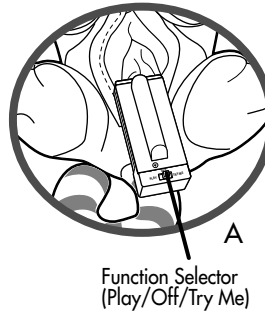
*Bonus sayings occur when interacting with other Interactive Talking Neopets and Petpets Plushies. Each sold separately.

Play Instructions

Your Neopets Plushie comes with batteries for in-store demonstrations. Battery life may be impaired. We recommend replacing the batteries before playing (see Battery Instructions on back).



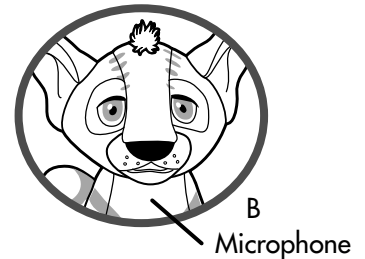
It's Time To Play



Your Kougra is preset to Try Me mode for in-store demonstrations with limited functions. Before playing, open the flap on the bottom of your Plushie and retrieve the battery box. For full function regular play, set function selector to OFF for 5 seconds, then switch to PLAY position as shown (A). Your Neopet will immediately be activated and greet you!

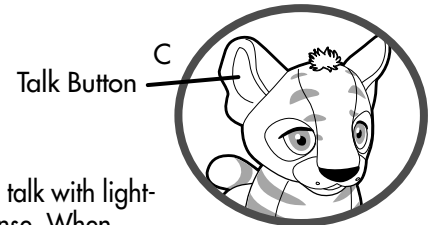
1. Voice Activation (Talk Mode)

With the function selector set to PLAY, place your Kougra in front of you and speak to its hidden microphone at a close distance (B). It will respond to your voice with talking, flashing lights, and sometimes with a gentle vibration. Change your tone of voice and you'll change the Neopet's mood (see Your Neopets Plushie's Moods). To continue, speak to it again when it has finished talking or moving (while still activated), otherwise it may not respond to your voice. After playing for a while, the Plushie will need a rest and shut off automatically. Squeeze its left or right ear again to wake it up.

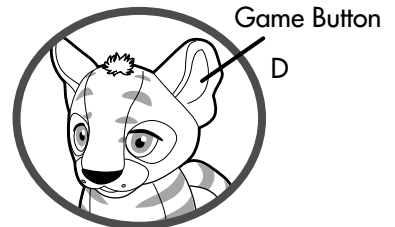


2. Button Activation (Right or Left Ear)

Right Ear (Talk Button): Squeeze the Neopet's right ear Talk Button (C) once and it'll talk with light-up cheeks and sometimes with a gentle vibration. Squeeze its ear again for another response. When using button activation, the Plushie's response will stay at its current mood. To switch to voice activation, just talk to your Plushie when it has finished talking or moving (while still activated).



Left Ear (Game Button): Want to play a game with your Kougra? Just squeeze its left ear Game Button (D) once to enter the Interactive Game Mode (see below).



Tip: Quickly squeeze the *left or right ear* twice, or squeeze *both ears* at the same time to give your Kougra a rest from playing.

3. Interactive Game Mode (Single Plushie)



Tip: Ask questions that give yes or no answers.

Your Neopets Plushie loves to play! Once in a while it'll invite you to play a game. (You may also enter the Interactive Game Mode anytime by squeezing your Kougra's left ear Game Button once). Follow its voice instructions and it'll respond to any Yes or No question you can think of. Don't be shy, it won't tell anyone what you ask! If other Interactive Talking Neopets Plushies (each sold separately) are nearby and already activated, they'll join in and play the game, too! (See Multi-Plushies Interactions).

To switch to Voice Activation, squeeze the Kougra's right ear once. To stop playing, squeeze its left or right ear twice quickly, or squeeze both ears at the same time. After playing for a while, your Plushie will need a rest and shut off automatically. Squeeze its left or right ear again to wake it up.

4. Rest And Sleep

Rest - When there's no sound input or button activation, the Plushie will try to catch your attention by making some sounds and lights. If there's still no input, it'll yawn and take a rest. The Plushie will also rest after playing for a while by voice activation (in Talk Mode or Interactive Game Mode). Squeeze its left or right ear once to continue playing. **Sleep** - If you let the Plushie rest long enough, it'll eventually fall asleep. Squeeze its left or right ear once to wake it up and it'll greet you before playing again.

5. Your Neopets Plushie's Moods

When the function selector is first switched to PLAY, your Plushie starts out in the Normal mood. After playing for a while and depending on your voice, its mood may change. Understand your Neopet's mood by observing the lights on its cheeks.

Tip: Set function selector to OFF to reset your Plushie's mood back to Normal.



Normal
Speak to your Kougra in a normal tone and it talks back with *flashing* cheeks. Speak softly a few times and your Plushie will be in a happy mood. But speak loudly a few times and your Neopet will be in an upset mood.



Upset
Raise your voice and your Kougra reacts. Its cheeks *glow* when it's upset. Speak softly or play a game with your Neopet to cheer it up. (You may have to speak softly a few times before it returns to a happy mood again). Tip: Your Kougra loves to play with any Petpet Plushies (each sold separately). Bring one over and your Kougra will feel better soon. (See Multi-Plushies Interactions).



Happy
Speak softly to your Kougra and it responds happily with a gentle vibration. Its cheeks *blink* alternately and it may even hum a tune! Speak softly a few times and your Plushie will stay in the happy mood.



... **if you** continue to use a loud tone when your Plushie is already upset, it'll develop a stomach ache and start to moan and shiver. Its cheeks *glow* when it's not feeling well and it won't be able to play any games. Nurture it back to health by speaking softly to it a few times. It'll tell you when it feels better again!

6. BONUS: Multi-Plushies Interactions

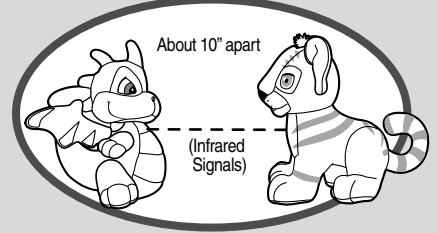
Bring any **Interactive Talking Neopets Plushies™** to your Kougra and they'll interact and play a game! (Each sold separately)

A. Multi-Neopets Plushies (Interactive Game)

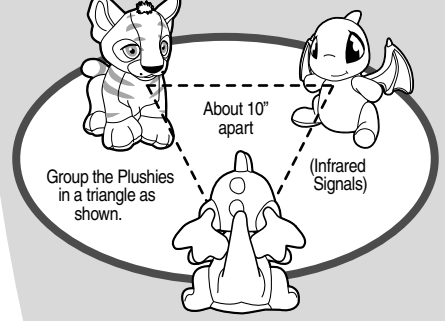
- Follow the simple steps below and have fun with your Neopets Plushies!
- Step 1: Position the Plushies about 10" apart and facing one another (E or F).
- Step 2: Squeeze each of their Talk Buttons once to get them ready. (If no response, check to make sure their function selectors are set to PLAY position).
- Step 3: Select one Neopet Plushie and squeeze its Game Button. This Plushie will become the group leader and sometimes it may recognise other Plushies and exchange pleasantries with them.
- Step 4: Follow the leader's voice instructions and squeeze its Game Button to start the game. (If you squeeze another Plushie's Game Button, it'll become the new leader). Now, ask any Yes or No questions and the group of Plushies will respond! Go on, ask them!

To stop the game and give everyone a rest, squeeze the leader's Talk or Game Button twice quickly (or squeeze both buttons at the same time). If you squeeze a non-leader Plushie, it alone will take a rest. After playing for a while, your Neopets Plushies will need a rest and shut off automatically. To resume playing, squeeze their Game Buttons again.

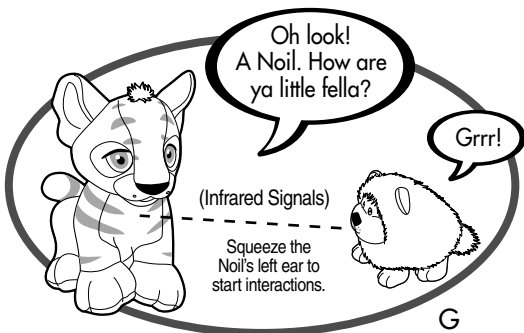
E. Playing with 2 Plushies...



F. Playing with 3 Plushies...



Introduce any **Interactive Talking Petpet Plushies™** to your Kougra and it'll recognise it by species and react! (Each sold separately)



B. Neopets & Petpets Plushies (Talk Mode)

Bring any Interactive Talking Petpet Plushie to your Kougra (already activated) and squeeze the left ear (or hand) of your Petpet (G). The Neopets Plushie will recognise the Petpet Plushie by species and react! Squeeze the Petpet's ear (or hand) again for a different set of responses from the Plushies. If more than one Petpet Plushie is present, wait until all the Plushies have stopped talking or moving (while still activated) before squeezing another Petpet's left ear (or hand).

Tip: A Petpet Plushie will cheer up any Neopets Plushies and make them feel better if they are unhappy or unwell. The Neopet Plushie's coughing or sneezing will gradually disappear after a few chats with the Petpet Plushie!

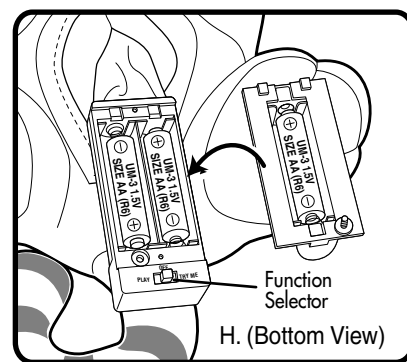
Tip: For best results, place the Plushies about 10" apart and facing one another.

Battery Instructions:

Each Neopets Plushie comes with batteries for in-store demonstrations. Battery life may be impaired. To replace batteries, open the flap on the bottom of your Kougra and retrieve battery box. Turn power off by setting the function selector to OFF. Ask an adult to open the cover with a screwdriver and replace with 3 new AA alkaline batteries (not included) as shown (H). Do NOT use rechargeable batteries. Reattach cover and tighten the screw. Switch the function selector back to PLAY and return the battery box to the Plushie. **IMPORTANT:** Remember to set the function selector to OFF before replacing the batteries or it may cause the Plushie to malfunction.

Battery Caution: To avoid battery leakage -

1. Be sure to insert batteries correctly and follow the toy and battery manufacturers' instructions.
2. Do not use rechargeable batteries. Do not mix different brands of batteries.
3. Never mix old batteries with new batteries, or mix Carbon-Zinc, alkaline or Nickel-Cadmium batteries.
4. Always remove exhausted or dead batteries from the product.
5. Dispose of batteries safely. Batteries inside this product may explode or leak when in contact with fire.



Helpful Hints:

Single Plushie Situation:

1. When playing with a single Plushie by voice activation (in Talk Mode or Interactive Game Mode), place it about 10" directly in front of you and speak to its microphone (see Voice Activation). Be careful that the microphone is not blocked or covered by anything.
2. To exit the Interactive Game Mode, squeeze the Plushie's Talk Button once and it'll switch to Voice Activation.
3. To stop playing, squeeze the Plushie's Talk or Game Button twice quickly, or squeeze both buttons at the same time. To resume playing, squeeze either button once to wake up your Neopet.

Multi-Plushies Situation:

1. When playing with multiple Plushies, you'll get the best results with three or fewer Neopets and one Petpet.
2. For best performance when playing with multiple Neopets and Petpets Plushies, make sure they are all placed at the same height on a level surface and about 10" from you and each other. Position them so that they are facing you and one another (see Multi-Plushies Interactions).
3. If the Plushies are not responding to one another, check to make sure that they are facing one another with no objects blocking their infrared signals, and their function selectors are set to the PLAY position. Follow the steps in Multi-Neopets Plushies (Interactive Game) and try again.
4. While in the Interactive Game Mode with multiple Neopets Plushies,
 - a. Squeeze the leader Plushie's Game Button once and the whole group will stop the game and exit the Interactive Game Mode.
 - b. Squeeze the leader Plushie's Talk or Game Button twice quickly, or squeeze both buttons at the same time and the leader will stop playing and rest until the next button activation. The rest of the group may follow the leader and stop playing (if signals received).
 - c. Squeeze a non-leader Plushie's Game Button once and it'll become the new leader.
 - d. Squeeze a non-leader Plushie's Talk Button once and it'll respond alone (see Button Activation). If no further button activation, it'll return to the game and continue playing with the other Neopets Plushies.
 - e. Squeeze a non-leader Plushie's Talk or Game Button twice quickly, or squeeze both buttons at the same time and it'll stop playing and rest until the next button activation.

All Situations:

- The Neopets Plushies are designed for indoor play only. Avoid direct sunlight or bright light when playing.
- Always wait until the Plushies have finished their responses (sounds/lights/vibration) before speaking to them again, otherwise they may not respond to your voice.
- After playing for a while by voice activation (in Talk Mode or Interactive Game Mode), the Plushies will take a rest and standby for button activation. To continue playing, squeeze their Talk or Game Buttons to wake them up.
- To turn the power off, switch the function selector to OFF. To start playing again, set the selector to PLAY and squeeze the Plushies' Talk or Game Button once.
- Do NOT adjust the function selector except to turn the power off. Turning the power off will reset the Plushies' mood back to Normal.
- Do NOT throw the Plushies against, or drop them on hard surfaces.
- Do NOT immerse the Plushies in water or play with them in a wet environment.
- Do NOT put the Plushies in a washing machine or hand wash. To clean, surface wipe the Plushies only with a clean damp cloth.
- If the Plushies malfunction for no apparent reason, reset by switching the function selector to OFF and reinstalling or replacing all batteries with new ones.
- Replace all batteries with new ones when the voice/sounds/lights start to distort, slow down or dim.
- Remove all batteries and set the function selector to OFF position before storing the Plushies away for a long period of time.

No.13655. Ages 4 And Up.
Patents Pending. Thinkway Toys.
Retain this instruction guide for future reference.
Actual product may vary. Printed in China.

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