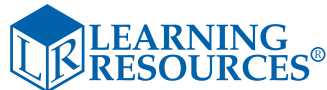


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Use and Care Guide

Jump 'N' Jam Jungle™

Electronic Talking Play Mat

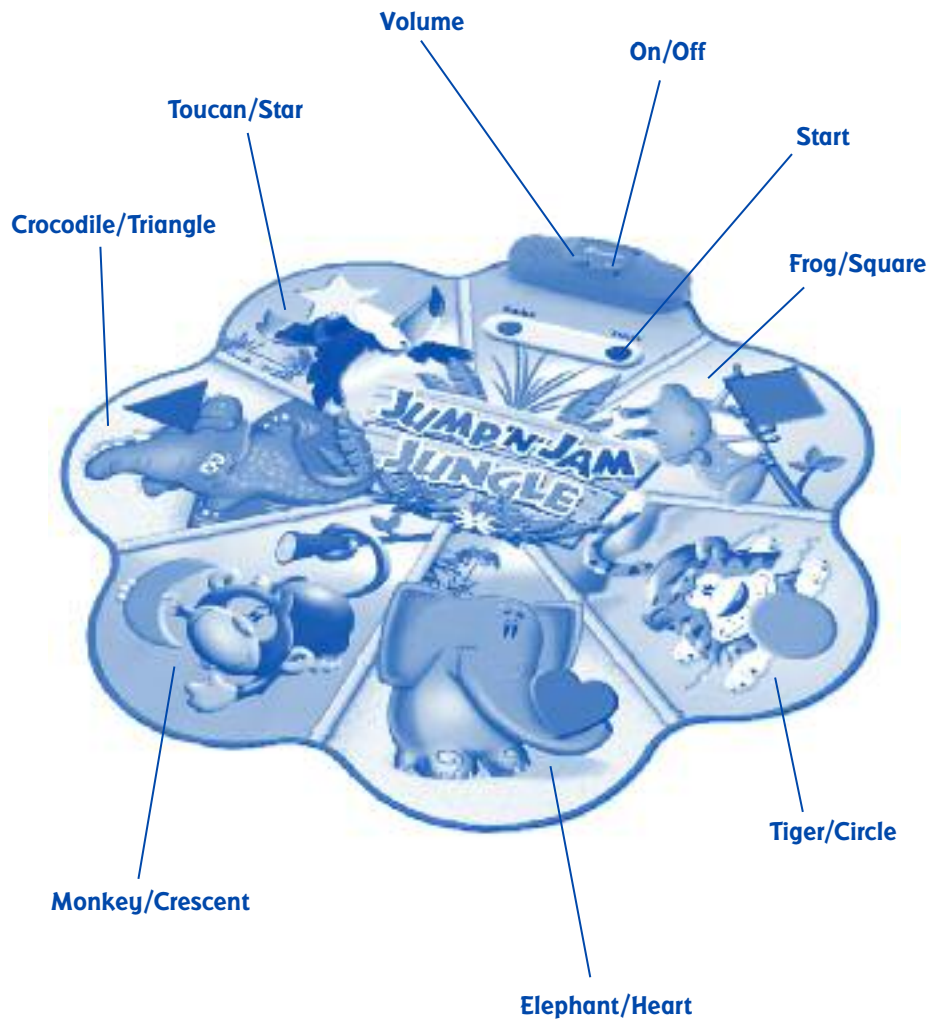


AGE 3+



Smart Toys for Today's Kids!®

Operating Jump 'N' Jam Jungle™



Installing and Replacing the Batteries:

Requires: Phillips screwdriver
4 AA Batteries

Batteries should be installed or replaced by an adult. JUMP 'N' JAM JUNGLE™ requires 4 AA batteries (not included). The battery compartment is located on the bottom of the control unit (on the reverse side of the mat). To install batteries, first undo the screws (using a Phillips screwdriver) and remove the battery compartment door. Install batteries as indicated inside the compartment. (see last page of guide for additional notes on proper battery care)

How to Play:

JUMP 'N' JAM JUNGLE™ can be played either on a tabletop, or laid flat on a floor. Once the mat is in position its time to get up and jam!

The game is activated on by sliding the ON/OFF switch (on the main unit) to the ON position. First, you'll hear a welcome sound, and then its time to select a game.

Choose any of the five games by pressing the GAME button. Each time the button is pressed, you'll hear the name of a new game. When you find the game you want, press the start button to begin.

- To exit any game, or to start a new game, press the GAME button to return to the game selection point.
- If there is no response for five minutes, JUMP 'N' JAM JUNGLE™ will power down automatically.

The five games are in the following order:

Game 1 – GUESS ME!

Game 2 – FOLLOW ME!

Game 3 – SOUND SAFARI

Game 4 – MEMORY MATCH

Game 5 – WHAT'S NEXT?

Basic Controls

ON/OFF Switch – This switch will turn the game ON/OFF. Slide the switch to ON when you want to play, and OFF when your play session is done.

SOUND Switch – This switch will toggle the sound from HIGH to LOW. The high volume will be at a maximum volume and low will be at a lower volume.

GAME – This button is found on the mat surface. Use it to toggle through games 1 through 5. Each time this GAME button is pressed, it will toggle to the next game. The default game is game 1.

START – This button is found on the mat surface. When you've found the game you want to play, press the START button to begin.

Game Board

The Jump 'N' Jam Jungle™ mat is full of some friendly animals, with each one holding a colored shape. As you play the game, listen closely. Sometimes, you'll hear an animal sound, a color, or shape name. Depending on the game, you may need to find the correct animal, stomp on a shape as it's called out, or guess the next animal sound in a repeating pattern. But remember to act fast! In each of the games, players need to think and react to the sounds quickly!

Game Sound Effects

Can you hear the animals? The following wild animal sounds can be found in the game:

- Tiger
- Elephant
- Monkey
- Crocodile
- Frog
- Toucan

Each animal has a unique sound, so be sure to listen and get to know each animal by its sound effect!

Games

There are 5 fun games to play. Pressing the GAME button will “toggle” through each of the games. The 5 games are:

Game 1 – GUESS ME

Game 2 – FOLLOW ME

Game 3 – SOUND SAFARI

Game 4 – MEMORY MATCH

Game 5 – WHAT'S NEXT?

Select Game

When the GAME button is pressed, the unit will announce the first (default) game. When the GAME button is pressed again, game two will be announced. Each press of the GAME button will toggle through and announce each game, toggling from game 1, game 2, all the way to game 5. After game 5, if the GAME button is pressed again, the unit will toggle back to game 1. To start the desired game, press the START button.

GAME 1 - GUESS ME!

This is a game of simple deductive reasoning, and is perfect for beginners. The game will call out a question and players must “buzz in” by pressing or jumping on the correct answer within 10 seconds. Sample questions might include

What animal has wings?

In this example, the correct answer is the **toucan**, the only bird in the game. Players need to quickly press (or hop!) on the space with the picture of the toucan to answer the question correctly.

To play with more than one player, simply take turns, so that player 1 tries to answer the first question, then player 2 follows, until each player has had a turn.

GAME 2 - FOLLOW ME!

In this fast and fun reflex game, players need to listen and react. The game starts as a colored shape name is called out to a steady musical beat. Now players need to follow the commands and press (or jump!) on the corresponding shape on the mat. After several correct answers, the music will slowly pick up speed, so that each player's reaction time must increase. If a player misses a sound or skips a "beat", the game will play a negative sound and the round will start over again.

To play with more than one player, assign each player a specific shape(s). When that shape is called out, the player assigned will need to press it. The more all players can play together, the longer the round and the faster the music!

GAME 3 - SOUND SAFARI

This game plays just like the Game 2 (FOLLOW ME!) but instead of colored shapes, players need to listen carefully and react to animal sounds.

To play with more than one player, assign each player a specific animal (or animals). When that animal sound is called out, the player assigned will need to press it. The more all players can play together, the longer the round and the faster the music!

GAME 4 - MEMORY MATCH

In this game, players must follow and build a chain of repeating sounds (or shapes/animal sounds). First, the game will play a sound. Now players must take turns repeating the sound. Each time a player correctly repeats a sound sequence, a new sound will be added to the sound sequence, or "chain". New sounds will continue to be added until a player makes a mistake. This is a great way to test memory skills!

To play with more than one player, all players take turns. When a player makes a mistake, the next player takes a turn repeating a sequence.

GAME 5 - WHAT'S NEXT?

This is a game of simple pattern recognition. In this game, players will hear a sequence of colors/sound/shapes, and must predict the next logical color, shape, or animal sound in sequence.

For example, the game may play the following sounds
heart-crescent-heart-crescent-What's Next?

Players now have to correctly guess the next logical sound in the pattern? Sometimes players will hear patterns of shapes, sometimes they might hear patterns of animal sounds.

To play with more than one player, all players take turns. When a player makes a mistake, the next player takes a turn guessing the next sound in a pattern sequence.

Battery Care and Maintenance Tips:

- Use 4 AA batteries only.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer's instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Batteries are to be inserted with the correct polarity.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Only batteries of the same or equivalent type are to be used.
- The supply terminals are not to be short-circuited.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- Wipe the surface with a dry cloth.
- New and used batteries are not to be mixed.
- Please retain these instructions for future reference.