

Funny Phone™

Use & Care Guide



Ring-a-ling!
 "Dial up
 some family
 fun!"

For 2 or
 more players
 Ages 4+

	<p>WARNING: CHOKING HAZARD - Small parts. Not for children under 3 years.</p>	<p>RISQUE D'ÉTOUFFEMENT. Petites pièces. Interdit aux enfants en dessous de 3 ans. ERSTICKUNGSGEFÄHR. Kleine Teile. Nicht geeignet für Kinder unter 3 Jahren. PELIGRO. No conveniente para niños menores de 3 años por ser susceptible de producir piezas pequeñas que pueden ser ingeridas.</p>
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<p>CORD - Cord is a potential entanglement risk for children under 3 years.</p>	<p>Présence d'un cordon - Risque d'enchevêtrement potentiel pour enfants de moins de 3 ans. Die Schnur kann durch Verwicklungen ein potenzielles Risiko für Kinder unter 3 Jahren darstellen. El cordón presenta un riesgo de enredo para niños menores de 3 años.</p>
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Object

Be the first player to get rid of all your tokens by answering questions!

Setup

1. Insert three AA batteries in the bottom of the phone. (See BATTERY INFORMATION located on the back of this guide for complete instructions and battery care.)
2. Connect the orange cord to the handset and base. The cord plugs into both the bottom of the handset and into the base using mini-jack ports similar to those used to connect headphones.
3. You will need paper and a pencil or crayon to play (not included).
4. Pass out five tokens to each player. Store extra tokens inside Funny Phone's mouth (drawer).
5. To see the list of phone numbers used in the game, gently pull out the Funny Phone number list located below the mouth.
6. Turn on the Phone. The On/Off dial located on the back of the phone also controls the volume of the base speaker. Use the slider on the side of the handset to control the volume of the ear speaker.
7. Get ready to play! Funny Phone will guide you to start the game!

How to Play

1. After turning the power ON, Funny Phone will decide who will be the first caller.
2. On your turn, pick up the handset and dial a number from the Funny Phone list. (The Winner's Line (555-1234) may only be dialed after a player has won the game.)
 - If you dial correctly, someone fun will answer the phone.

- When told, press any one of the number buttons 0–9 to hear a question. Some questions will be just for you and some will be for all of the players.
- For ALL PLAY questions that require players to take turns answering, the caller gets to answer first, followed by the rest of the players in a clockwise direction.
- Feed a token into Funny Phone's mouth when you answer a question correctly!

How to Win

Be the first player to feed all of your tokens to Funny Phone to win the game. The winner gets to dial the **Winner's Line (555-1234)** to hear a special celebration from Funny Phone. In the case of a tie, winning players should cooperate to dial the winning number and celebrate. (Note: 555-1234 is disabled at the beginning of games to prevent users from dialing the winning number too soon.)

Who's Right and How to Keep Play Moving

- Answers are judged by all players (majority rules).
- If the group can't decide together, just end that turn and let the current player dial a new number.
- If a player is having trouble QUICKLY thinking of an answer, count to ten before moving on to the next player.

Helpful Buttons



= Press to help check answers. Press only after answers are given.



= Press at any time to hear Funny Phone repeat its last instructions.

Sing-a-ling-a-ling (Caller Only)

Sing out the name of something that matches the word I say. You don't have to sing well, but you do have to try and sing! Complete this challenge correctly and you get to feed me a token.

Say Something (All Play)

I'll say a word and everyone takes turns naming something that matches it. (No repeats, please!) Press the * star button after everyone answers. Everyone with a match feeds me a token.

Name Game (Caller Only)

Name something that matches the word I say. If you're right, feed me a token.

Pick a Number (Caller Only)

This is a bonus. Press any number for your surprise. Better hope it's a good one—some are not!

**Dial-Up
a Question!**

Rhyme Time (All Play)

I'll say a word and everyone takes turns saying a different word that rhymes with it. (No repeats or made-up words, please!) Everyone who rhymes correctly feeds me a token.



Dizzy Doodle (All Play)

I'll say a SECRET word to the caller. The caller draws a picture of the word while everyone else tries to guess before time runs out. The first player to guess correctly and the artist each feed me a token.

Music Mystery (All Play)

The first player to correctly name the tune I play gets to feed me a token!

Act Fast (All Play)

I'll say a SECRET word to the caller. The caller acts out the word while everyone else tries to guess before time runs out. (The actor may make noises, but cannot use words!) The first player to guess correctly and the actor each feed me a token.

Telephone Tongue Twister (All Play)

I'll whisper a SECRET tongue twister to the caller. The caller then whispers it to the next player, who whispers to the next player, and so on. The last player to hear the secret says the tongue twister aloud and then presses the * star button. If the secret matches exactly, everyone feeds me a token!

Troubleshooting

If experiencing erratic performance or poor audio, try turning the unit off and replacing batteries with new ones. A reset button is located on the bottom of the phone. Use the tip of a pen or paperclip to gently depress the reset button while power is on. This button will reset programming to its original state.

To preserve battery life, this game is equipped with automatic shut-off after five minutes of inactivity. Turn the power dial off and back on again to reestablish power after automatic shut-off.

Information to User

NOTE: This equipment has been tested and found to comply within 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 experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the party for compliance could void the user's authority to operate the equipment.

Battery Information

Installing or Replacing Batteries

WARNING! To avoid battery leakage, please follow these instructions carefully.

Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage.

Requires: 3 AA batteries and a Phillips screwdriver

- Batteries should be installed or replaced by an adult.
- Funny Phone™ requires three AA batteries (not included).
- The battery compartment is located on the bottom of the phone.

- To install batteries, first undo the screws with a Phillips screwdriver and remove the battery-compartment door. Install batteries as indicated inside the compartment.
- Replace compartment door and secure with screw.

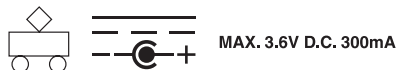
Battery Care and Maintenance Tips

- Use three 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.
- Do not mix new and used batteries.
- Insert batteries with the correct polarity. Positive (+) and negative (-) ends must be inserted in the correct directions as indicated inside the battery compartment.
- Do not recharge non-rechargeable batteries.
- Only charge rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the toy before charging.
- Only use batteries of the same or equivalent type.
- Do not short-circuit the supply terminals.
- 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.
- To clean, wipe the surface of the unit with a dry cloth.
- Please retain these instructions for future reference.

An AC Adapter is available for purchase for use with this product:

LER 6989 – AC Power Adapter

Important Information:



- This toy is not intended for children under 3 years old.
- Use only with the recommended transformer.
- The recommended transformer is not a toy.
- Disconnect the toy from the transformer before cleaning the toy with liquid.
- Examine the transformer regularly for damage to cord, plug, enclosure, and other parts. In the event of damage, the toy must not be used with the transformer until the damage has received authorized repair or the transformer has been replaced.



For a dealer near you, call:
(847) 573-8400 (U.S. & Int'l)
(800) 222-3909 (U.S. & Canada)
+44 (0)1553 762276 (U.K. & Europe)

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