



# TINY ARCADE

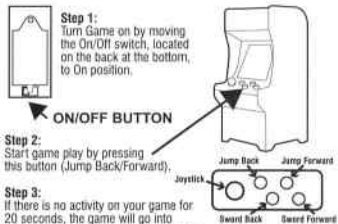
The Smallest Fully Functional Arcade Game

**WARNING:**  
CHOKING HAZARD-Small parts.  
Not for children under 3 years.

## DEMO-PLAY MODE:

The World's Smallest™ Tiny Arcade game comes shipped in the Demo Mode. After removing the game from the package, please follow the FULL GAME PLAY MODE instructions below.

## ACTIVATE FULL GAME-PLAY MODE:



**Step 1:** Turn Game on by moving the On/Off switch, located on the back at the bottom, to On position.

**Step 2:** Start game play by pressing this button (Jump Back/Forward).

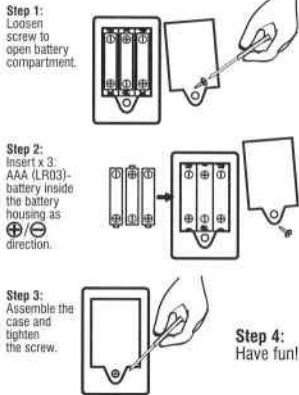
**Step 3:** If there is no activity on your game for 20 seconds, the game will go into Sleep-Mode. Simply push either button or the joystick to return to the Active Game-Mode. The game will start where it was left prior to going into Sleep-Mode.

**Step 4:** To preserve battery life, always move On/Off switch to Off position when not in use.

## RESETTING GAME:

To reset Tiny Arcade turn On/Off switch to Off position. Use a phillips head screwdriver to remove screw to open battery door. Remove batteries. Replace batteries as indicated and reattach door. Turn the On/Off switch to On position and start new game.

## HOW TO CHANGE THE BATTERIES:



COLORS AND STYLES MAY VARY

## WARNING. BATTERY SAFETY INFORMATION

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Rechargeable batteries are to be removed from the toy before being charged
- Rechargeable batteries are only to be charged under adult supervision
- Do not mix alkaline, standard (carbon-zinc) and/or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only use batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the product.
- Do not short-circuit the supply terminals.
- Dispose of batteries safely.
- Do not dispose of batteries in fire. Batteries may explode or leak.
- Sometimes a build-up of static electricity (from carpets, etc.) may cause the toy to stop working. If this happens, re-install batteries to reset the toy.
- In an environment with radio frequency interference, the product may malfunction. If this happens, re-install batteries to reset the toy.

## FCC STATEMENT:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation. **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 and correct the interference

by one or more of the following measures:  
• Reorient or relocate the receiving antenna  
• Increase the separation between equipment and receiver  
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected



Do Not Discard Packaging. It Contains Important Safety Information.

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