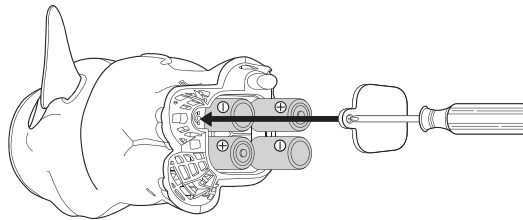


TO INSERT BATTERIES

Use a Phillips/cross head screwdriver (not included).



x4
1.5V C
ALKALINE BATTERIES
REQUIRED NOT INCLUDED

IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

- TO AVOID BATTERY LEAKAGE
 - Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - Remove exhausted or dead batteries from the product.
 - Remove batteries if product is not to be played with for a long time.
 - Do not short-circuit the supply terminals.
 - RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
- Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

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.

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 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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: 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.

CAN ICES-3 (B) / NMB-3 (B)

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Pawtucket, RI 02861-1059 USA. TEL. 800-255-5516. Hasbro Australia Ltd., Level 2, 37-41
Oxford Street, Epping, NSW 2121, Australia. TEL. 1300 138 697.
Hasbro NZ (a branch of Hasbro Australia Ltd.), 221 Albany Highway,
Auckland, New Zealand. TEL. 0508 828 200.



ELEFUN
& FRIENDS

⚠ CAUTION:

Hair entanglement may result if child's hair comes in contact with moving parts of toy. Adult supervision is required.

1-3 Players AGES 3+
ADULT ASSEMBLY REQUIRED.
B7714

Elefun



CONTENTS

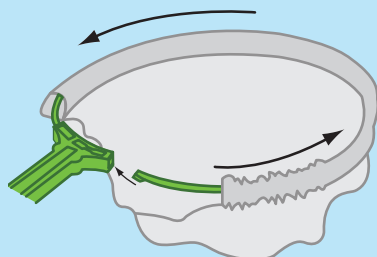
Motorized ELEFUN Body • Trunk • 2 Ears • 3 Butterfly Nets
3 Plastic Handles and Rims • 5 Orange Butterflies • 5 Green Butterflies
5 Blue Butterflies • 5 Yellow Butterflies

OBJECT

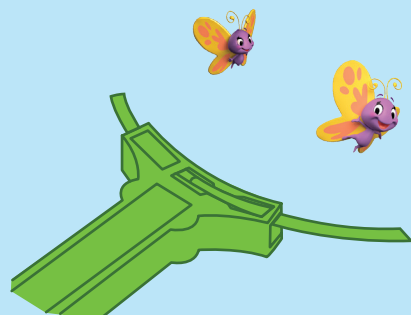
Race to catch butterflies! Catch the most to win!

THE FIRST TIME YOU PLAY

1. Insert the batteries. (See battery information on back.)
2. For each net, hold the net handle with the word "ELEFUN" facing down.
3. Insert the end of the rim into the opening in the edge of the net. Then slide the net around the rim.
4. Lock the rim into the handle as shown.



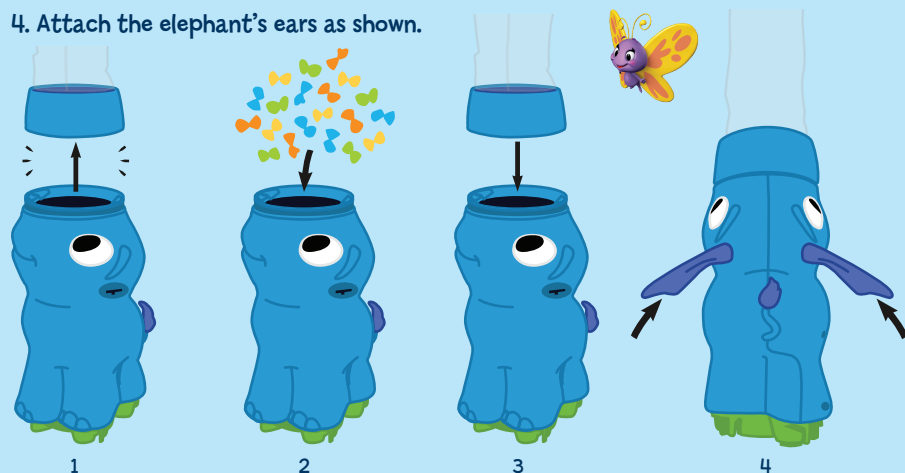
Slide the square end of the rim into the square hole in the handle.



Push the end of the rim up past the narrow area; then, lower it into the square hole.

GET READY!

1. Remove the trunk by gently lifting it by the plastic ring. Do not pull on the trunk itself.
2. Put the butterflies in the elephant's body.
3. Reattach the trunk by pushing the plastic ring down over the trunk opening.
4. Attach the elephant's ears as shown.



LET'S PLAY!

1. Place ELEFUN on the floor in the center of play.
2. Each player picks a net.
3. When you're ready to race after butterflies, turn ELEFUN on by flipping his tail to the left. ELEFUN will trumpet call to start the game, and music will play!
4. Quickly lift the trunk so it points straight up.
5. Race to catch the butterflies as they fly through the air!



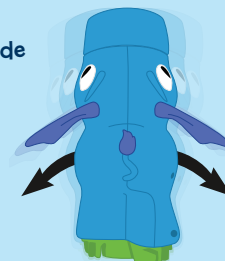
If any butterflies land on the floor, pick them up, and put them in your net. They count too!

WIN!

Once all of the butterflies have been caught, each player count up your butterflies. The player with the most wins!

TROUBLESHOOTING

- If the butterflies are not flying out of the trunk properly, keep ELEFUN on the ground, and gently shake his body from side to side to mix up the butterflies. If this does not help, turn ELEFUN off, remove the trunk, and mix up the butterflies with your hand. If the butterflies are still not flying out of his trunk, the batteries may need to be replaced.
- ELEFUN is intended to be placed on the floor and will not operate if lifted during play.



PUTTING ELEFUN AWAY

1. Turn off ELEFUN by flipping his tail to the right.
2. Carefully remove his ears, and place all components back in the box.

