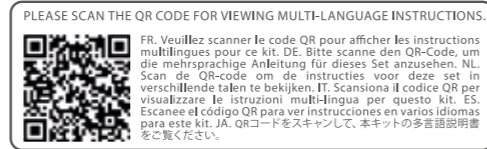


KidzLabs gamemaker ElectroBUZZ PIRATE TREASURE HUNT GAME



WARNING:
CHOKING HAZARD - small parts.
Not for Children under 3 years.

TO PARENTS: PLEASE READ THROUGH THESE INSTRUCTIONS BEFORE GIVING GUIDANCE TO YOUR CHILDREN.

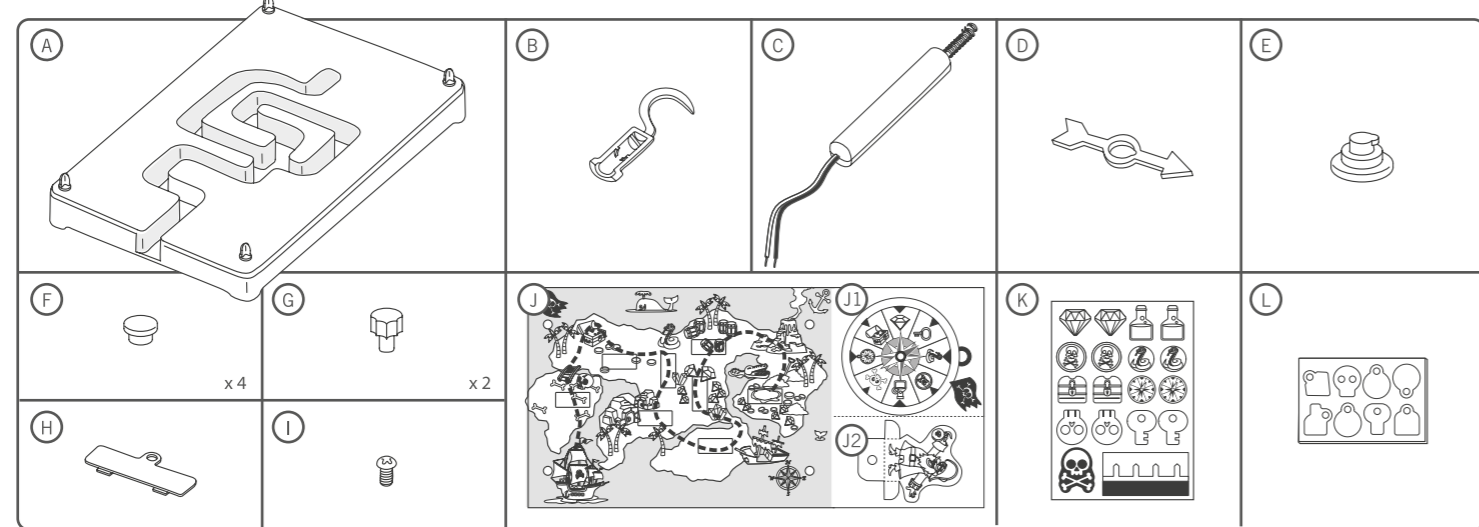
A. SAFETY MESSAGES

1. Please read these instructions carefully before assembling the model. 2. Adult supervision and assistance are required during assembly. 3. This product is intended for children over 5 years of age. 4. This kit and its finished product contain small parts which may cause choking if misused. Keep out of reach of children under 3 years old.

B. USE OF BATTERY

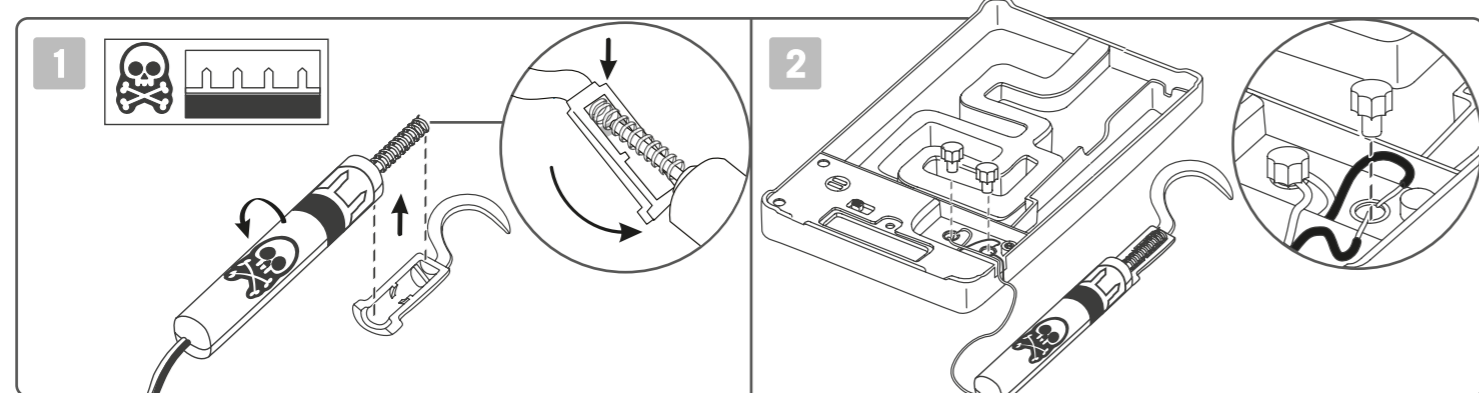
1. The product requires one 1.5V AAA battery (not included). 2. For best results, always use fresh battery. 3. Make sure you insert the battery in the correct polarities. 4. Remove the battery from the product when it is not in use. 5. Replace exhausted battery straight away to avoid possible damage to the product. 6. Rechargeable battery must be removed from the product before recharging. 7. Rechargeable battery should be recharged under adult supervision. 8. Make sure that the supply terminals in the battery case are not short circuited. 9. Do not attempt to recharge non-rechargeable battery.

C. CONTENTS



Part; A: Circuit board, B: Pirate hook, C: Wand, D: Spinner, E: Spinner base, F: Peg x 4, G: Terminal caps x 2, H: Battery case cover, I: Screw, J: Treasure map, J.1: Treasure selector & J.2: Pirate figurine, K: Treasures sticker, L: Treasures card. Also required but not included in this kit: A small crosshead screw driver, one 1.5 V AAA battery.

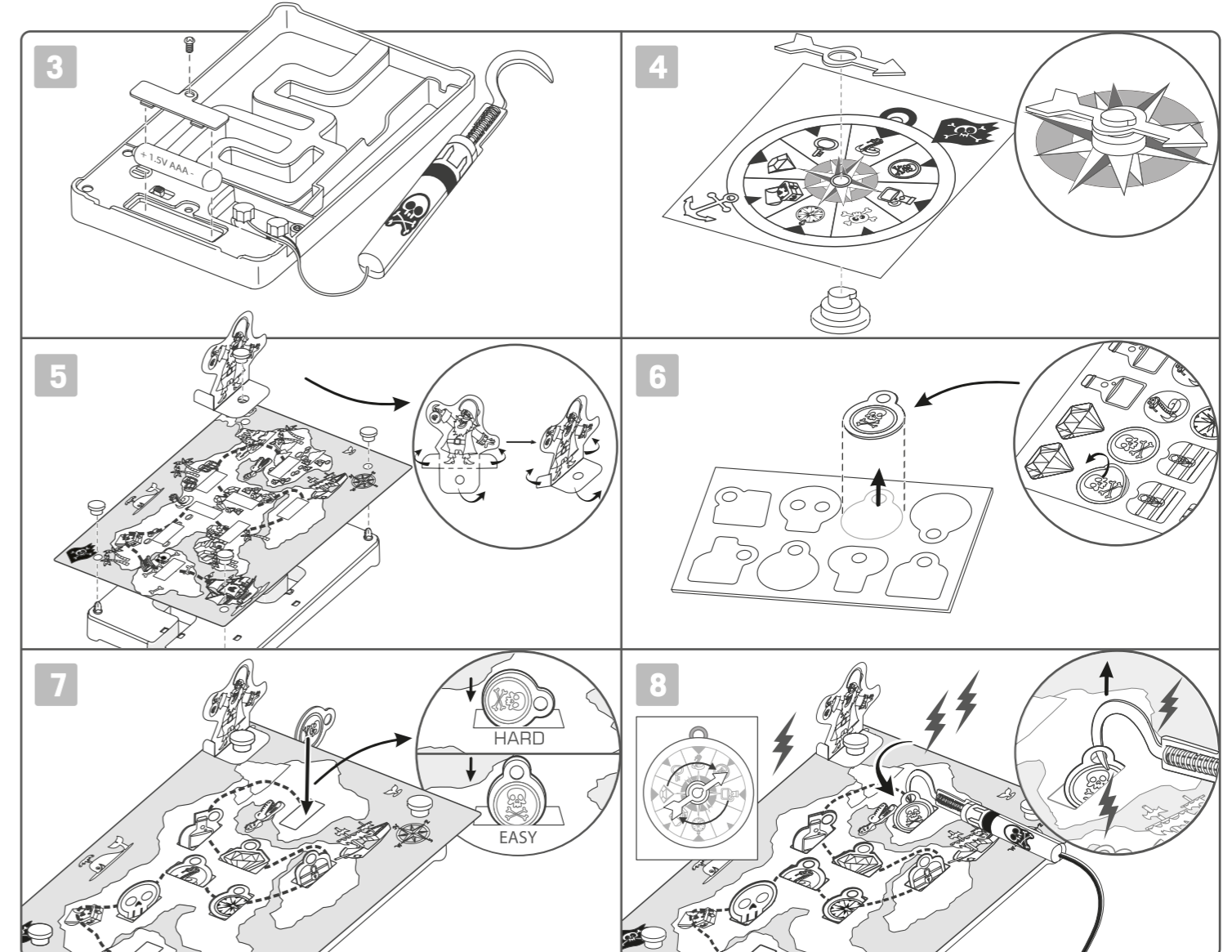
D. ASSEMBLY



1. Insert the end of the spring into the slanted slot in the middle of the pirate hook (B). Then pull the wand away from the hook to lengthen the spring and slot it firmly onto the cylinder. Afterwards place the two stickers (K) onto the pirate hook's handle. To stick the stickers on smoothly, rotate the pirate hook handle during the process.
2. Connect the red wire from the battery compartment to the red wire from the wand together with a terminal cap (G). Repeat with the black wires in the other terminal.

QUESTIONS & COMMENTS

We treasure you as a customer and your satisfaction with this product is important to us. In case you have any comments or questions, or you find any parts of this kit missing or defective, please do not hesitate to contact our distributor in your country, whose address is printed on the package. You are also welcome to contact our marketing support team at Email: infodesk@4M-IND.com, Fax (852) 25911566, Tel (852) 28936241, Web site: WWW.4M-IND.COM



3. Insert the AAA battery and secure the battery case cover in place with the screw (I). Turn the circuit board on to check if the wand makes a sound when the spring touches the pin in the center. If the handle does not make a sound when the spring touches the pin in the center, check if all wire connections are correct. Also check if the battery is inserted in the correct polarity. If the handle makes a sound at all times, detach the hook, check the pin is in the center of the spring and install the hook again. Turn the circuit board off after checking.

4. Place the treasure selector's (J.1) middle hole over the spinner base. Then align the notches of the spinner arrow and spinner base to attach the two pieces together.

5. Punch out the cutouts in the treasure map (J) and the pirate figurine (J.2). Fold the base of the pirate figurine. Then attach the map and the figurine to the circuit board with 4 pegs (F) as shown.

6. Punch out the cutouts from the treasures card (L) and place the stickers of the same shapes onto each cutout.

7. Turn on the circuit board before positioning the treasure inside each hole. The direction and orientation of the treasure can either make the game easier or harder. Put the objects on their side to make the game harder, or place them straight up to make the game easier.

8. Decide which friend or family member gets to go first, and then spin the treasure selector to start the game! The player's goal is to pick up all the treasures or objects pointed at by the spinner without making a buzz. If the player makes a sound while grabbing the treasure, he/she should leave the treasure in its original position, and the next player then starts their turn. The player who gets the most treasures is the winner. Turn off the circuit board when you are not playing the game.

E. HOW IT WORKS

The end of the wand is made up of a central pin with a spring around it. The battery, the switch, the buzzer (which is inside the base), the pin and the spring are connected together to make an electric circuit. The wand works like an extra switch in the circuit. When you touch the sides of the track with the wand, the spring bends and touches the pin. This completes the circuit, so that electricity goes through the buzzer, making it operate.

F. FUN FACTS

- Almost every pirate ship had their own set of guidelines that all pirates had to agree to. This included how the loot would be divided, who had what chores, and what was expected of everyone. The most common rule was no fighting on-board!
- The skull and crossbones flag at the top of a pirate ship is called a Jolly Roger.
- Electricity travels at the speed of light -- more than 186,000 miles per second! That's why it's so hard to see all the electrical currents moving around us every day.
- Electricity is a fundamental force of nature. Without it, our world would not exist at all. After all, the atoms and molecules out of which all the world's material are composed are held together by electrical forces. Electrons, those particles that make up electrical currents can be found everywhere in nature.
- Lightning bolts are one of nature's greatest phenomena and is an example of an electrical current. Inside a thundercloud there are areas with a huge excess of electrons, and other areas where there are too few. So, just like between the poles of a battery, there exists electrical tension, or voltage, between these areas. In a thundercloud, though, the voltage doesn't amount to just a few volts. Often, it will be over 100 million volts. So it discharges itself over and over again in the form of lightning bolts.