

FisherPrice

GAMES

ELECTRONIC

Go Fish! GAME

AGE: 3+

PLAYERS: 1 Player

CONTENTS:

Go Fish game unit, 3 "AA" batteries, and Instructions

Let's go Fish! Three fun games with colors, shapes, and numbers. Go Fish and find the little sea creature in the right color. Then in the next game, open the hatch and match a pair of sea creatures. In game three, find the sea creature with the right number on it. Splish, Splash! It's a boat load of fun!

EXITING DEMO MODE

Press the On / Off button to exit Demo mode.

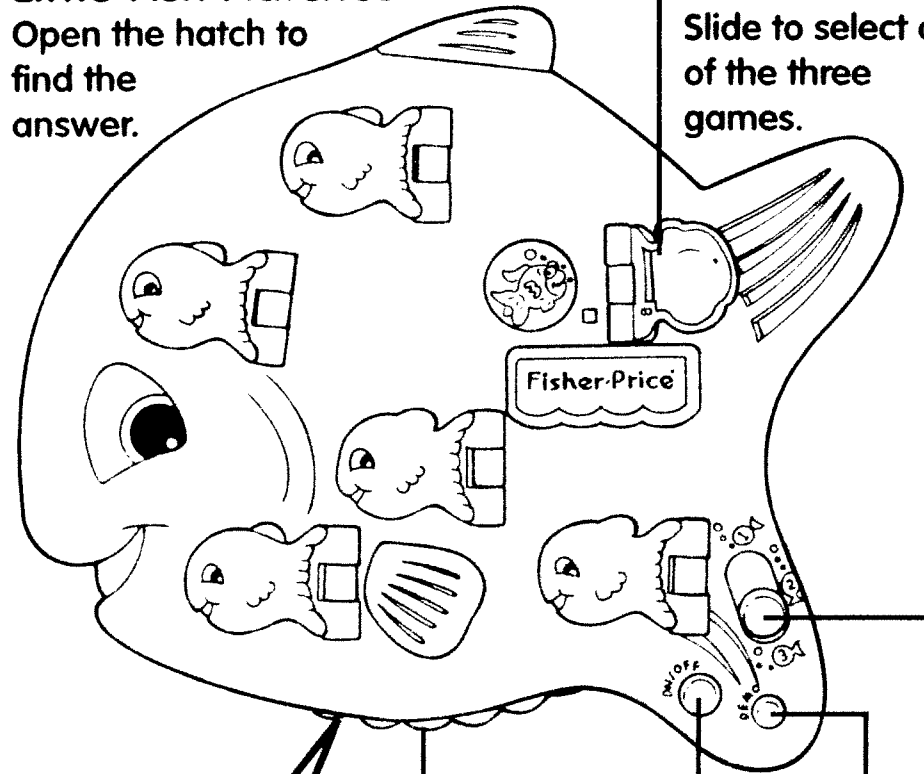
A LOOK AT YOUR GAME UNIT:

Little Fish Hatches

Open the hatch to find the answer.

Select

Slide to select one of the three games.



Wheel

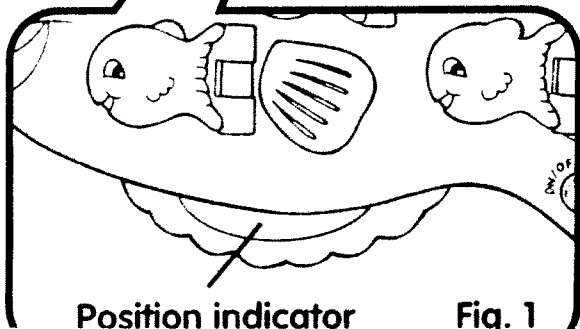
Turn the wheel to change the sea creatures.

On/Off

Push to turn the game on and off.

Demo button

Press to demonstrate the 3 games.



Position indicator

Fig. 1

GETTING STARTED

1. TURNING THE GAME ON

To turn Big Fish on, press the ON/OFF button on the bottom fin.

2. CHOOSING A GAME

Slide the game SELECT switch so that it points at the game you want to play. Big Fish will say the name of the game you have selected and the game will begin right away.

3. Turn the wheel at the bottom of big fish until it clicks and position the indicator on bottom of the fish (fig. 1).

LET'S PLAY!

GAME 1 - GO FISH!

OBJECT:

Catch the right fish in the right color.

To play Go Fish! Slide the SELECT switch to # 1.

1. Drop your line.

Big Fish tells you which fish of what color to find. Open and close the hatches to find the right sea creature. If you open the wrong hatch, don't forget to close it back. Try to remember where each different sea creature is so you can pick the right hatch each time!

Once you find the right sea creature, close the hatch and look for the next one.

2. Catch a school of sea creature.

Catch all six sea creature to win the game!

3. Fish again!

Turn the wheel at the bottom of Big Fish until it clicks and position the indicator on bottom of the fish (fig. 1). New sea creature will appear under the hatches. There are three sets of sea creature to look for!

GAME 2 - MATCHING!

OBJECT:

Match the 3 pair of sea creature!

To play Matching, slide the SELECT switch to #2.

1. Open the Hatch!

Big Fish tells you to open a hatch. What did you catch? Can you find the match? Don't forget to close the hatches after each match.

2. Nice Catch!

Find all three pair and win the game!

3. Fish again!

Turn the wheel at the bottom of Big Fish until it clicks and position the indicator on bottom of the fish (fig. 1). New sea creature will appear under the hatches. There are three sets of sea creature to look for!

GAME 3 - COUNTING!

OBJECT:

Find the sea creature with the right number on it.

To play Counting, slide the SELECT switch to #3.

- 1. 1, 2, 3, 4, Find the sea creature and close the door.
Count with Big Fish up to a number from one to six. Then open the hatches to find the sea creature with the right number on it. When you find the right number, don't forget to close the hatch!**
- 2. Top Fisherman!
Find all six numbers to win the game!**
- 3. Fish again!
Turn the wheel at the bottom of Big Fish until it clicks and position the indicator on bottom of the fish (fig. 1). New sea creature will appear under the hatches. There are three sets of sea creature to look for!**

STARTING A NEW GAME:

Any time you want to start a new game, move the SELECT switch to the game number you want to play.

WAKING UP THE GAME:

If no hatches are opened or buttons are pressed for a while, the game will go to "SLEEP MODE." To restart the game, press the ON/OFF button. Make sure the SELECT switch is pointing at the game you want to play.

INSTALLING BATTERIES

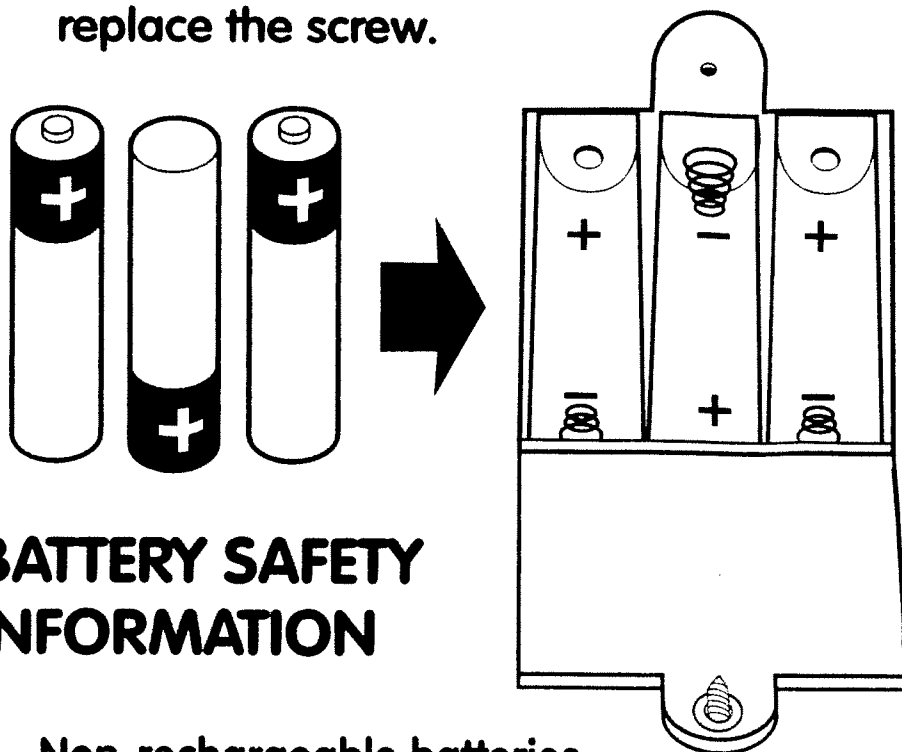
ADULTS NOTE: Batteries included are for demonstration purposes only.

For longer life use only alkaline batteries.

This game unit requires 3 AA batteries.

- Open the battery compartment door on the back of the unit using a screwdriver.
- Replace batteries as shown. Match direction of "+" and "-" terminals

- Close the battery compartment and replace the screw.



BATTERY SAFETY INFORMATION

- Non-rechargeable batteries are not to be recharged.
- 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), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.

- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.

TROUBLE SHOOTING

- If the unit is not working properly, turn the unit off and on again or try replacing the batteries.
- If sound is weak, replace the batteries.
- If sea creature graphics appear partially or no graphics are shown, spin the wheel until it clicks and make sure the position indicator appears on the bottom of the fish as shown in fig. 1.

2 YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for two years (unless specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, California 91744 for replacement or refund at our option. This warranty does not cover damage resulting from accident, misuse, or abuse. **Valid only in U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Send only the product to the address above. Send all correspondence to Consumer Relations, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245-5012, U.S.A. Or you may phone us toll-free at 1-800-524-TOYS, Monday - Friday, 8:00 a.m. - 6:00 p.m. Eastern Time.

0001-1129-G4

FCC STATEMENT

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

Keep these instructions for future reference as they contain important information.

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CONSUMER INFORMATION

MATTY MATTEL™ toys



YOU CAN TELL IT'S MATTEL!™ CALL us toll-free or write with any comments or questions about our products or service. Monday through Friday: 8:00 a.m. - 6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing.

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