

FINA2

CAUTION:

- As with all batteries, the batteries used with this product should be kept away from small children. If a battery is swallowed, consult a physician immediately.
- Always follow the unit and battery manufacturers' instructions.
- The batteries might leak if improperly installed, or explode if recharged, disassembled or heated.

MAINTENANCE

- Handle the product carefully.
- Store the product away from dusty or dirty areas.
- Keep away from moisture or temperature extremes.
- Do not disassemble the product. If a problem occurs, press the reset button. If problems continue, remove and replace the batteries – or try new batteries. If problems still continue, consult your warranty card for replacement instructions.
- Use only the recommended type of batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the unit.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity.

Keep this manual because it contains important information.

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, includ-

ing 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 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 an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

This product is warranted by Radica Games, Ltd. for a period of 90 days from the original purchase under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper ser-

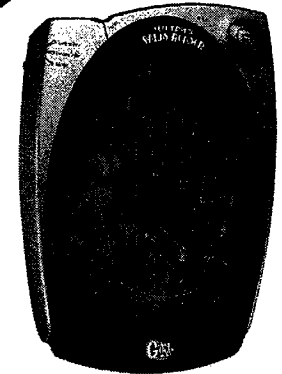
vice or other causes no arising out of defects in material or workmanship. Radica Games, Ltd. will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitations may not apply to you. This warranty gives your specific legal rights and you may also have other legal rights which may vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA. Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

Products returned after the 90-day period has expired will be repaired or replaced (at our option) for a service charge of US \$10.00. Payment must be made by check or money order. This extended service will only be available for one year from the date of purchase.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

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 CUSTOMER SUPPORT LINE: 1-800-803-9611
 www.girltech.com



Model G8056
INSTRUCTION MANUAL

P/N 82348100 Rev.A

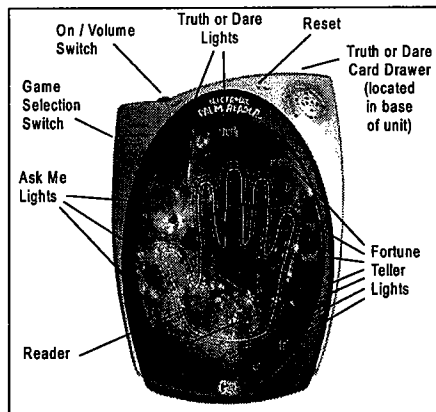
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SETTING UP YOUR ELECTRONIC PALM READER™

This product comes with batteries for demonstration purposes. If batteries have failed please replace.

1. Remove the screw on the battery compartment door (located on the bottom of your Palm Reader). Remove the battery compartment door and insert three (3) AA batteries (we recommend alkaline) with the negative (-) ends against the springs.
2. Replace battery compartment door.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.



NOTE: Palm Reader is a toy. The responses provided by Palm Reader are random and meant to be taken in fun. They should in no way be considered to accurately reflect the truth.

SLEEP MODE

If there is no gameplay and power is left on, the Palm Reader will go into Sleep Mode after a few minutes (5 minutes for Truth or Dare and 1 minute for Fortune Teller and Ask Me!). To awaken the Palm Reader, press down on the Reader.

RESET

In case your Palm Reader experiences a minor malfunction, you will need to reset it. To do so, insert a thin object, such as a straightened paper clip, into the reset hole and press down.

PLAYING THE GAMES

To start your game, turn on the power and adjust the volume to the desired level by turning the On/Volume switch in a clockwise direction. Select the game you would like to play by sliding the Game Selection Switch to the desired position.

Truth or Dare (2 or more players)

Player 1 will begin by pressing her hand down on the Reader and holding it there. The Palm Reader will then ask Player 1 to either tell a truth or do a dare. The player to her left (Player 2) selects a Truth or Dare card from the drawer located in base of the Palm Reader.

Truth - If Player 1 is asked to tell a truth, Player 1 must continue pressing her hand on the Reader until after she

answers a question read to her by Player 2. Player 2 reads the question from the Truth or Dare card to Player 1. After answering the question, Player 1 removes her hand from the Reader. It will then tell you whether or not it believed Player 1's answer.

If the Palm Reader believes the answer, it will tell you and the "Yes" light will flash. Player 1 will receive 5 points and it will be Player 2's turn.

If the Palm Reader doesn't believe the answer, it will tell you and the "No" light will flash. Player 1 will not receive any points for their answer. The Palm Reader will then ask to "Do a dare".

Dare - If the Palm Reader tells Player 1 to "Do a Dare", Player 2 will read the dare or double-dare (Player 1's choice) to Player 1. If Player 1 performs the dare or double dare to Player 2's satisfaction, Player 1 will receive 2 points for the dare or 4 points for the double dare. If Player 1 doesn't perform the dare or double-dare to Player 2's satisfaction, Player 1 will receive 0 points. It will now be Player 2's turn.

Repeat this pattern until all players have taken their turns and a winner has been determined.

The first person to get to 25 points is the winner.

Keeping Score

Keep track of each player's score using the score pad provided (additional score sheets can be found on our website, www.girltech.com).

Truth = 5 points
Double Dare = 4 points
Dare = 2 points
Winning Score = 25 points

Fortune Teller (one or more players)

You will begin by pressing your hand down on the Palm Reader and removing it. Your Palm Reader will tell you your fortune for a specific day of the week. After the Palm Reader has completed telling you your fortune, it will await the next play.

Ask Me! (one or more players)

You will begin by pressing your hand down on the Palm Reader and holding it there. Ask your Palm Reader a yes or no question then remove your hand. After the Palm Reader has answered your question, it will await the next play.

FINISHING GAME PLAY

When you are finished playing with your Palm Reader, turn it off by turning the On/Volume switch in a counter clockwise direction until you hear it click.

REPLACING THE BATTERIES

1. Remove the screw on the battery compartment door (located on the back of your Palm Reader). Remove the battery compartment door. Remove the old batteries. Insert three (3) AA batteries (we recommend alkaline) with the negative (-) ends against the springs.
2. Replace battery compartment door.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.