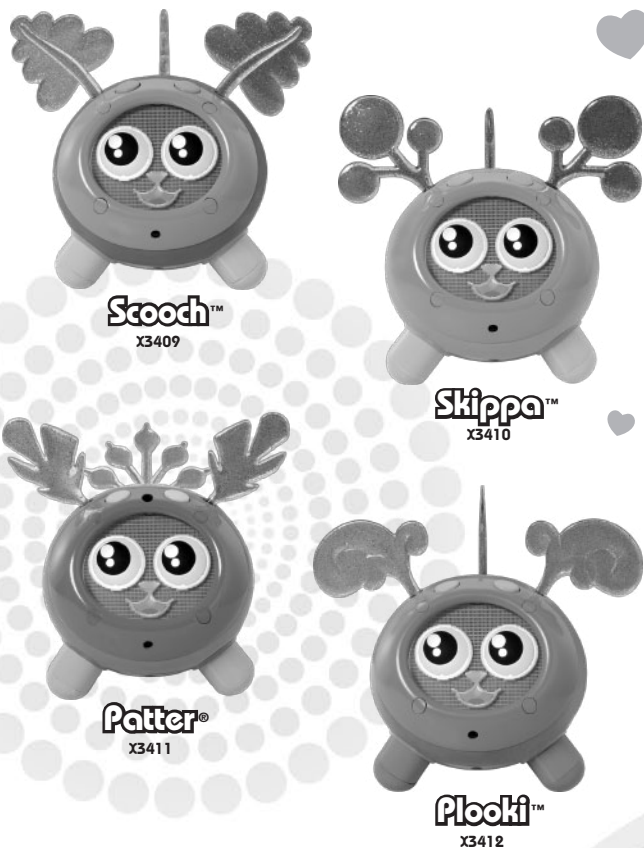


Front

Ages 6 & Up



CONTENTS:

1 Fijit Friends® Yippits™ Figure, 1 Tail

Please remove the product from the container; if there are any issues, please call 1-888-892-6123. Outside the U.S., please consult the listing of your local Mattel offices at the end of these instructions.

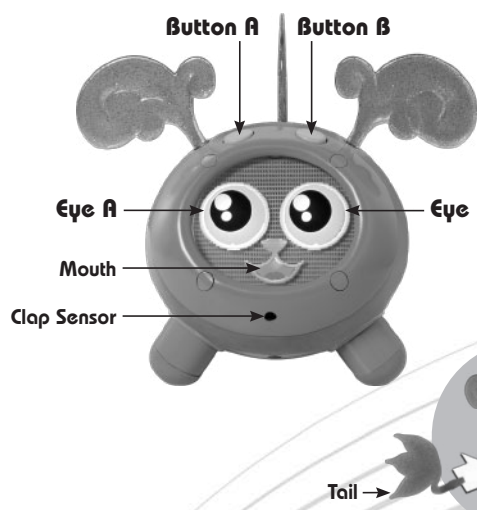
INSTRUCTION MANUAL

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

YIPBITS™ KNOW HOW TO HAVE FUN!

Your Fijit Friends® Yippits™ is fun-loving and zany! It can't wait to play games with you, and really hopes you'll teach it new tricks too! And when you're done playing, don't forget to dance!

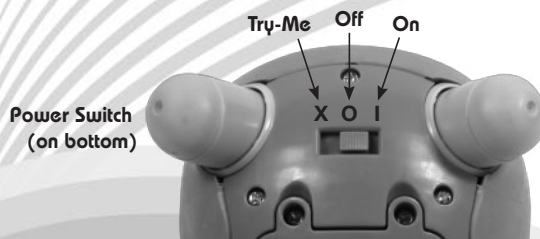
GETTING TO KNOW YOUR YIPBITS™



THE TAIL'S TALE

Your Yippits™ will arrive with its tail detached. To attach its tail, simply snap it in place in the hole on its back. For this act of kindness, it will love you forever!

POWERING ON & OFF



- Power your Yippits™ on by sliding the on/off switch to the "on" position; it will wake up, stand up and then default to the Home Mode.
- If your Yippits™ is powered on but is sleeping, simply press either button and it wake up and be ready to play!
- Your Yippits™ will fall asleep after a few seconds of inactivity. Sometimes it just needs a little nap after playing games and dancing!

HOME MODE

- When your Yippits™ is in Home Mode, it enjoys a bit of playful nurturing with you.
- Press either button, and see what your Yippits™ will do! These gentle pats on the head will encourage your Yippits™ to make surprising sounds or movements.
- You can also teach your Yippits™ tricks while in Home Mode. See "TEACHING TRICKS."

TEACHING TRICKS



- 1 Clap = Sit
- 2 Claps = Spin in a Circle
- 3 Claps = Sing & Dance
- 4 Claps = Beg
- 5 Claps = Push-ups

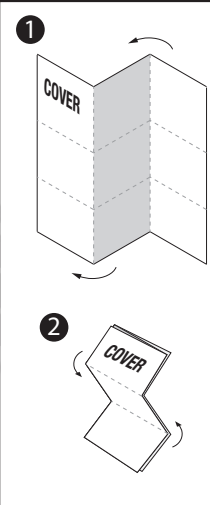
- In Home Mode, you can teach your Yippits™ tricks with clap commands. The Yippits™ knows which trick to perform by how many times you clap.
- Always clap your hands in front of Yippits™ so it can hear you well. Yippits™ responds best to clapping when you are 1-2 feet away (30-60 cm).
- When Yippits™ recognizes a clap, its mouth lights-up red.
- A Yippits™ always starts a trick as a beginner, but gets better the more you teach it.
- When the Yippits™ has successfully completed the trick, reward it with positive feedback by pressing either button. That's how it knows it did a good job!
- Note that when you power off the Yippits™, it will forget how to perform the tricks. But that means the next time you are ready to play, you get to teach it again!

DANCING

- To enter Dance Mode, press and hold Button B.
- Now your Yippits™ wants to teach you! It will blink its eyes to a beat; clap your hands to that beat.
- If you learn the beat before time is up, Yippits™ will giggle and then reward you with a song and dance!
- Yippits™ will then go on to the next song. There are 3 songs for Yippits™ to teach you.
- You can return to the Home Mode from this mode by pressing and holding both buttons at the same time.

INSTRUCTION SHEET SPECIFICATIONS

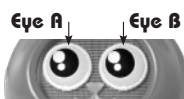
Toy:	Fijit Yippits
Toy No.:	X3409
Part No.:	0920
Trim Size:	11"W x 8.5" H
Folded Size:	3.76" W x 2.83" H
Type of Fold:	Fold 2 times (W & H)
# colors:	One
Colors:	Black
Paper Stock:	White Offset
Paper Weight:	70 lb.
EDM No.:	001



Back

PLAYING GAMES

- To enter Game Mode, press and hold Button A. You will hear music and then enter the game menu.
- In the game menu, each eye lights up to indicate one of the 2 games:
 - Eye A = Game A
 - Eye B = Game B
- To scroll between the 2 game selections, press Button A.
- To select a game, when the corresponding eye is lit press Button B or clap.



Reference for Games A & B

- Eye A lights up = Press Button A
- Eye B lights up = Press Button B
- Both eyes light up = Press both buttons simultaneously
- Mouth lights up = Clap

Game A: Follow the Lights

- The Yippits™ will play a sequence of lights; repeat the pattern by pressing the corresponding buttons or clapping.
- Each time you successfully repeat the pattern, the Yippits™ will play it again plus one more light.
- Continue repeating the patterns until you make a mistake (you'll hear a buzzer) or you make it all the way through the level.
- When you make it through a level, Yippits™ will giggle and strobe its lights.
- There are 3 levels in this game. Can you complete them all?
- You can return to the Home Mode from this game by pressing and holding both buttons at the same time.

Game B: Chase the Lights

- The Yippits™ will play a pattern of lights; tag the lights as fast as you can by pressing the corresponding button or clapping the instant you see the light.
- Continue chasing the lights until you make a mistake (you'll hear a buzzer) or you make it all the way through the level.
- When you make it through a level, Yippits™ will giggle and strobe its lights.
- There are 3 levels in this game. How fast are you?

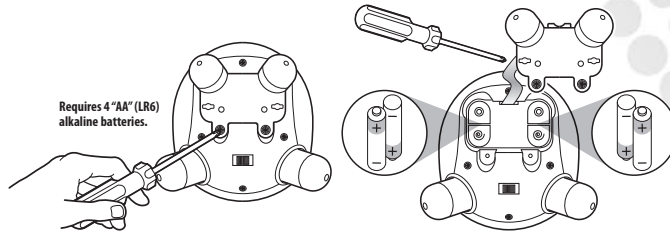
INTERACTING WITH ORIGINAL FIJIT FRIENDS®

- Yippits™ are the best friends of the original Fijit Friends® so of course they love to hang out together!



- When a Yippits™ communicates with a Fijit Friend®, this is called a Sonic Chirp. It's like a secret language that only they can understand!
- To enter Chirp Mode, press and release both buttons on the Yippits™ at the same time.
- While in this mode, Yippits™ will send a signal to your original Fijit Friend® that it wants to interact, and your Fijit Friend® will respond in amusing ways.
- Your Fijit Friend® may also surprise you by interacting when your Yippits™ is playing games in Game Mode!
- Remember, the Fijit Friend® must be in Chirp Mode in order to respond to Sonic Chirps from your Yippits™. See the instruction sheet included with the original Fijit Friends® Interactive Figure, or go to FijitFriends.com to find out more about Chirp Mode.

BATTERY INFORMATION



- Requires 4 "AA" (LR6) alkaline batteries. Batteries included are for demonstration purposes. Dispose of batteries safely.
- For longer life, use alkaline batteries.
- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.
- If the figure malfunctions, check the battery installation. Unscrew the battery cover with a Phillips head screwdriver (not included).

BATTERIES SHOULD BE CHANGED WHEN SOUND DISTORTS OR PRODUCT SLOWS OR MALFUNCTIONS.

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:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product 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 product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

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.

- 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.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

Let's have more fun... Visit FijitFriends.com!

We reserve the right to terminate Fijit Friends® online service after September 1, 2013.

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CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1-888-892-6123 (US and Canada only).

SERVICE.MATTEL.COM

X3409-0920