

TROUBLE SHOOTING

- 1) If you find that Cruncher™ doesn't have the strength to rear up or he sounds strange, that means it is time to feed him fresh batteries, so go get some!
- 2) If Cruncher™ begins to act erratically, you may need to reset his electronics. Slide the power switch OFF and then back ON.

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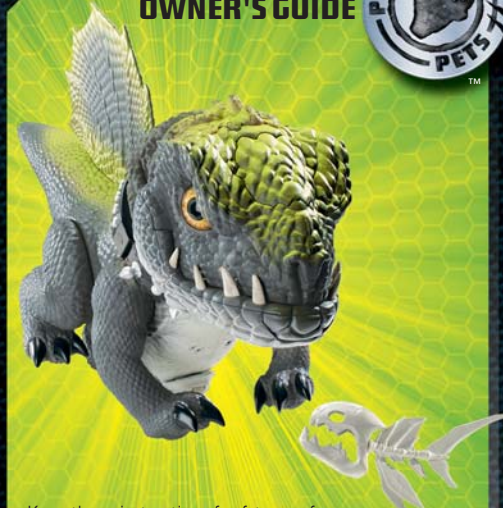
CRUNCHER™

ARE YOU THE MASTER... OR PREY?™

6+



OWNER'S GUIDE



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

Requires 5 'C' alkaline batteries (not included).

CAUTION: To prevent entanglement, keep hair away from wheels.



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Thanks for giving Cruncher™ a home, but beware!

Like all pets, Cruncher™ craves attention. So spend time together whenever you can. For starters, pet him a lot and get on his good side. Play catch with him and don't forget to feed him his favorite dish – fish!

When you know him better, team up to play pranks on family and friends – it's always fun to see people run away from him. Cruncher™ also dances, performs tricks, and believe it or not, he can even speak!

Never leave Cruncher™ alone for too long though. He might return to his predatory ways, and you might end up becoming prehistoric pet food!

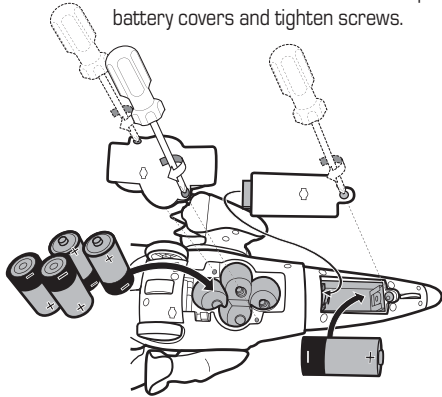
**ARE YOU THE MASTER
... OR PREY?™**

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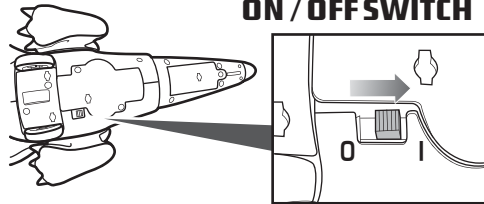
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BATTERY INSTALLATION

1. Open battery covers with a Phillips head screwdriver (not included). 2. Remove battery covers. 3. Install 5 'C' alkaline batteries in the orientation shown. 4. Replace battery covers and tighten screws.



For best performance, use only alkaline batteries. Replace batteries when Cruncher™ slows down or sounds become distorted.

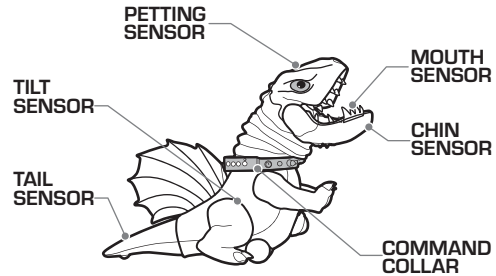


To bring Cruncher™ to life, turn the ON / OFF switch to "ON".

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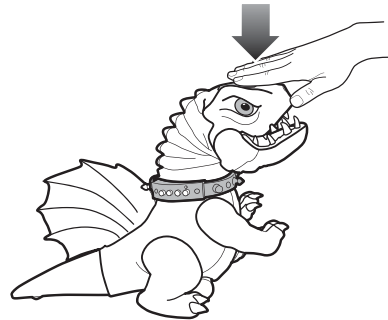
CRUNCHER™



WAYS TO PLAY

Switch Cruncher™ ON and stand aside. See what kind of mischief he will get into when he is left to fend for himself!

PET: He might look mean, but if you pet him, he will be making happy sounds in no time. The more you pet him, the happier he gets!

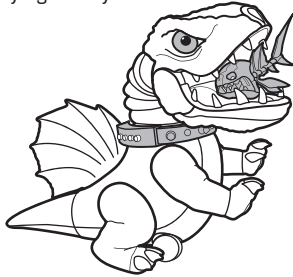


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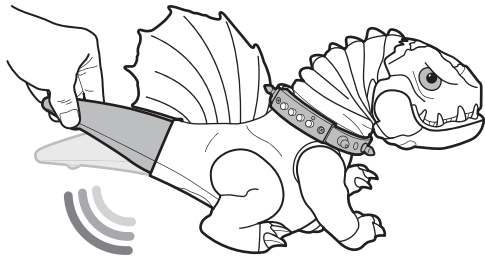
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FEED: Cruncher™ loves his fish, but he will "eat" almost anything. Open his mouth, put something inside and he will crunch it up. Or make him sit up and beg by pressing his chin.

Never feed him dirt or drinks - he will fall ill and stop playing with you.



FART: After all that "eating," he's bound to build up some gas, so help him out! Lift up his tail for a second and let it rip. Do it a few times - he's got plenty of gas to pass!

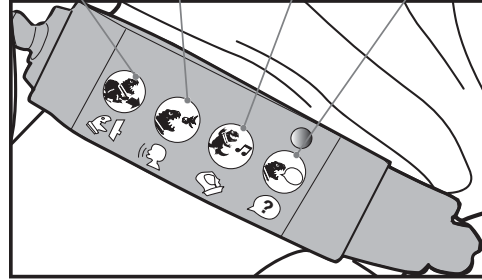


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COMMAND COLLAR

Button 1 Button 2 Button 3 Button 4



Each Collar Button has two modes.

To play in the first mode, simply PRESS AND RELEASE. Then listen up for the single beep which means you're ready to go.

To enter the second mode, PRESS AND HOLD the Collar Button until you hear a double beep.

To exit Train Mode, PRESS AND RELEASE Collar Button 3. Then watch Cruncher™ perform his tricks.

To exit Speak Mode, PRESS AND RELEASE Collar Button 4 and the light on the collar will go out.

To exit all other play modes, simply pet Cruncher™ on the head.

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COLLAR BUTTON 1



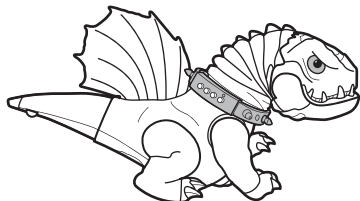
ATTACK MODE (PRESS & RELEASE)

Cruncher™ is fast and will give any mailman a run for his money! Just press Collar Button 1, then he will roar, rear up and charge forward in a fast and furious attack.



GUARD MODE (PRESS & HOLD)

He might be pint-sized but he packs quite a fright! Put Cruncher™ down on all fours, set him in Guard Mode, and he will rear up ready for action. Now whenever people pass in front of him, he will growl and attack.



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COLLAR BUTTON 2



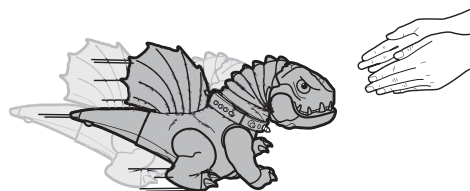
CATCH MODE (PRESS & RELEASE)

To play, just press Collar Button 2 and he will back up, rear up and open his mouth. If you toss something inside before he snaps shut, he will laugh and bring it back to play again.



SEEK MODE (PRESS & HOLD)

Whistle, clap your hands or shout his name and he will seek you out by following the sound. Try hiding, and after making a racket, see if he can hunt you down!



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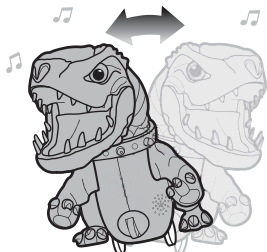
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COLLAR BUTTON 3



DANCE MODE (PRESS & RELEASE)

You might not believe it, but Cruncher™ is a great dancer! Pump up the volume, press Collar Button 3, and he will move non-stop to the music. Or clap your hands and he will dance to that too.



TRAIN MODE (PRESS & HOLD)

Train Cruncher™ to remember and perform up to 30 tricks! To start, PRESS AND HOLD Collar Button 3.

STEP 1 - HE LEARNS

After he gets down on all fours, you will hear, "Let's do some tricks." Then use the following table to train Cruncher™ one trick at a time.

STEP 2 - HE REMEMBERS

Each time he's learned a trick, he will make a chime sound to let you know. For example: If you want to train Cruncher™ to move backward, just press his chin. Then you will see him move backward and hear a chime sound, which means he understands. When you're done training, press Collar Button 3 again to see him perform.

STEP 3 - HE PERFORMS

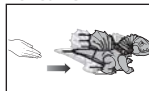
Each time you give Cruncher™ a verbal command or make a noise, you will trigger him to perform a trick. When he's finished, you will hear, "You're the best, Master."

To exit Train Mode, PRESS AND RELEASE Collar Button 3 at anytime. Cruncher™ remembers his trick sequence until he is turned OFF. To play through it again, PRESS AND HOLD Collar Button 3 and he will say, "Nice, let's try that again!"

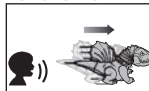
Training	Trick
Push him forward.	He moves forward.
Tilt him up.	He sits up.
Tilt him down.	He sits down on all fours.
Pull open Cruncher's mouth.	He opens his mouth and roars.
Lift up Cruncher's tail.	He farts.
Push Cruncher's chin.	He moves backward.
Press Collar Button 1.	He attacks.
Press Cruncher's head repeatedly.	He turns his head left, right, forward and then repeats.
With head facing left, push him forward.	He moves forward left.
With head facing right, push him forward.	He moves forward right.

NOTE: To exit Train Mode, PRESS AND RELEASE Collar Button 3.

He Learns



He Performs



COLLAR BUTTON 4



SPEAK MODE (PRESS & RELEASE)

Cruncher's collar is very special! It translates his sounds into words and phrases you understand. A light and a single beep lets you know he is in Speak Mode, and if you try his other play modes now, you might be surprised by what you hear. When you want him to stop talking, press Collar Button 4 again and the light will turn off.



Q & A MODE (PRESS & HOLD)

Ask Cruncher™ a question, then PRESS AND HOLD Collar Button 4 and before you let go, he will either nod his head "Yes" or shake his head "No."



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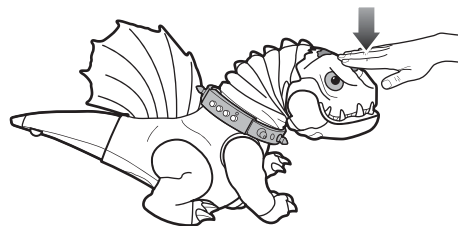
LYING DOWN

If Cruncher™ trips and lands on his side, he will scream and yell for your attention. But don't worry, he'll just fall asleep if you're not around to help him up.



SLEEP MODE

Leave Cruncher™ alone for too long and he will fall asleep. To wake him up, just pet him on the head or switch him OFF and then ON again.



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TRAINING TIPS

- 1) Pet him, feed him, don't ever neglect him and you'll have one happy Prehistoric Pet on your hands!
- 2) If you want Cruncher™ to talk all the time, put him in Speak Mode first and then try out his other play modes. You might be surprised by what you hear!
- 3) To exit any mode EXCEPT Train and Speak mode, pet Cruncher™ on the head.
- 4) To take Cruncher™ out of Speak Mode, PRESS AND RELEASE Collar Button 4 and the light will turn off.
- 5) To exit Train Mode at anytime, PRESS AND RELEASE Collar Button 3. Then watch Cruncher™ perform his tricks.
- 6) If Cruncher™ proves to be trouble and you want to show him who the Master is, just pick him up by the tail and he will cry like a baby.
- 7) Cruncher™ moves best on smooth, flat surfaces. He will not run on deep carpets, and stay away from dirt and other uneven surfaces - he doesn't like them!
- 8) Cruncher™ has a secret fear of heights, so don't play with him on table tops - keep him on the ground.
- 9) Cruncher™ can't swim. In fact he sinks like a brick. So keep him away from water!
- 10) Do not let Cruncher™ go outdoors - it might be the last time you see him!

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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.

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 (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- 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 battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Do not connect to more than the recommended number of power supplies.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

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