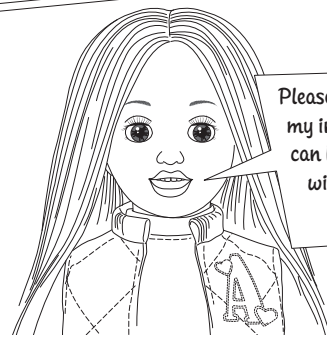


Amazing Allysen™



Please make sure to read my instructions so you can have the most fun with all the things I can do!

QUICK REFERENCE GUIDE

BATTERIES:

Allysen needs 3 "AAA" and 4 "AA" alkaline batteries in order to work. Please have an adult insert the batteries (not included) as shown.

IMPORTANT NOTE:

If you turn Allysen off or replace the batteries, her internal clock will stop. If she is turned off longer than 5 minutes, her clock will become incorrect. Should this happen, you can reset any of Allysen's settings at any time by squeezing both hands simultaneously for approximately 10 seconds.

Allysen will automatically power down into Quiet Mode to save battery power if left unattended for a long period of time. To awaken her, squeeze either hand. To put Allysen into Quiet Mode, use one of two methods: 1) squeeze her right hand for approximately 10 seconds or 2) When Allysen asks, "What do you want to do?" reply, "Take a break." Remember: to wake her, just squeeze either hand.

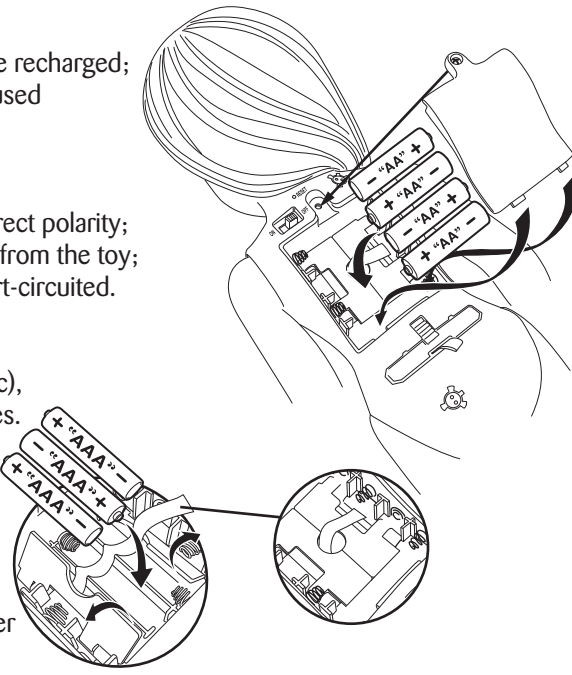
WARNING:

- Do not use rechargeable batteries;
- Non-rechargeable batteries are not to be recharged;
- Different types of batteries or new and used batteries are not to be mixed;
- 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 should be removed from the toy;
- The supply terminals should not be short-circuited.

Battery regulations:

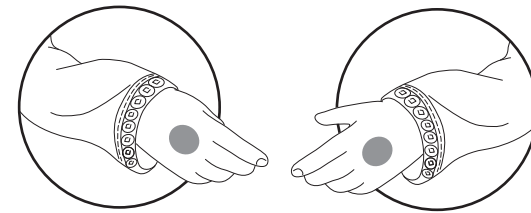
Do not mix old and new batteries.
Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Remove battery panel on Allysen's back. Once removed, pull ribbon to remove inner battery panel. Place the "AAA" batteries in first, close the inner battery panel, place the "AA" batteries on top of the inner panel, then close the outer battery panel.



SQUEEZING ALLYSEN'S HANDS:

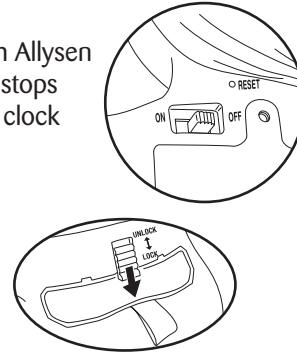
When you squeeze Allysen's hands, make sure to press the outside center portion of her hand.



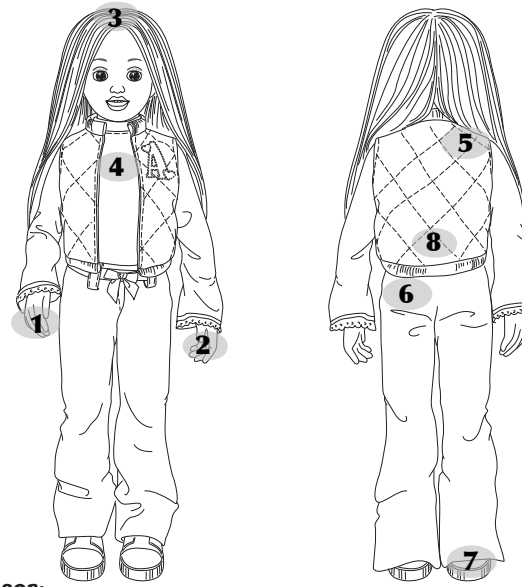
Use of the ON/OFF Switch:

The OFF Switch should only be used if you plan NOT to play with Allysen for several months. Turning Allysen off with the ON/OFF switch stops her internal clock. If she is turned off longer than 5 minutes, her clock will become incorrect. Should this happen, you can reset any of Allysen's settings at any time by squeezing both hands simultaneously for approximately 10 seconds.

Please make sure the latch is in the LOCK position or Allysen will turn off. If the latch is in the UNLOCK position for longer than 5 minutes, her clock will need to be reset.



SENSORS: Allysen has 8 places where she can feel and sense things!



1. Right Hand Sensor:

Allysen will know when you squeeze her right hand to put her into Quiet Mode and can also recognize her accessories when you place them in her right hand. If you look closely, you will see a small square indentation on her accessories where her right thumb fits. Simply pull back her thumb and place the accessory in her right hand so that her thumb fits over the indentation.

2. Left Hand Sensor:

Allysen will know when you squeeze her left hand to set the year, month, date, time, your birth date or redirect play.

3. Head Sensor:

Allysen will know when you brush her hair or place her barrettes or headband in her hair.

4. Microphone Sensor:

Allysen can hear you when you talk to her.

5. Upper Clothing Sensor:

Allysen can recognize the tops she's wearing. Her top has a special snap that fits into a special plug on her upper back. Please make sure the snap is securely placed into the plug. If Allysen still asks you to put on her shirt, this means that the snap is not securely placed in the plug.

6. Lower Clothing Sensor:

Allysen can recognize the pants she's wearing. Her pants have a special snap that fits into a special plug on her lower back. Please make sure the snap is securely placed into the plug. If Allysen still asks you to put on her pants, this means that the snap is not securely placed in the plug.

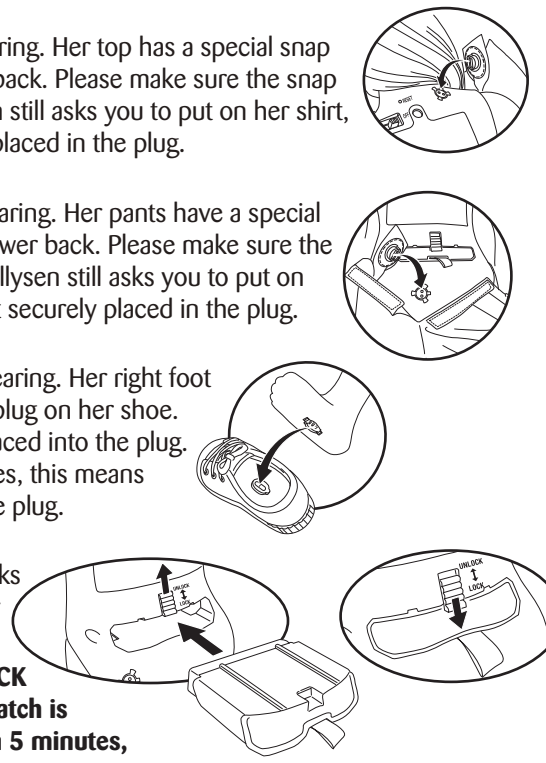
7. Shoe Sensor:

Allysen can recognize the shoes she's wearing. Her right foot has a special snap that fits into a special plug on her shoe. Please make sure the snap is securely placed into the plug. If Allysen still asks you to put on her shoes, this means that the snap is not securely placed in the plug.

8. Port in Lower Back:

The play pack in Allysen's lower back looks empty but needs to stay in place in order for Allysen to work properly.

Please make sure the latch is in the LOCK position or Allysen will turn off. If the latch is in the UNLOCK position for longer than 5 minutes, her clock will need to be reset.



Quiet Mode: You should squeeze Allysen's right hand for approximately 10 seconds to put her into Quiet Mode. (To wake her, squeeze either hand again.) Quiet Mode should be used anytime that you are not playing with Amazing Allysen.

8 Key Phrases: To play with Allysen, there are 8 main activities (play a game, read the magazine, call a friend, have a smoothie, try hairstyles, let's chat, take a break or Allysen). To get to each of these activities you must say one of these 8 phrases exactly as written when Allysen asks, "What do you want to do?"

- "Play a game."
- "Read the magazine."
- "Call a friend."
- "Have a smoothie."
- "Try hairstyles."
- "Let's chat."
- "Take a break."
- "Allysen."

Note that if you choose to say "Allysen," you will be able to ask Allysen 3 additional questions:

1. "Who's your best friend?"
2. "What holiday is next?"
3. "How far off is my birthday?"

Redirecting Play:

If you want Allysen to switch to a different activity (i.e. from 'call a friend' to 'have a smoothie'), squeeze Allysen's left hand for approximately 10 seconds at anytime and she will ask you, "What do you want to do?" You can then answer with any one of the 8 key phrases:

- "Play a game."
- "Read the magazine."
- "Call a friend."
- "Have a smoothie."
- "Try hairstyles."
- "Let's chat."
- "Take a break."
- "Allysen."

Speaking to Allysen:

Only speak to Allysen when she is not talking or moving her mouth or eyes. Make sure to speak slowly and clearly. Allysen will hear best if you play with her in a quiet room.

Standing or Sitting:

You can play with Allysen while she is standing or sitting. Allysen can stand on her own if you place her on a hard surface or you can gently bend her legs forward so that she is in a sitting position.

Ages 5 and up
Stock No. 98163 / 98186

Playmates®

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

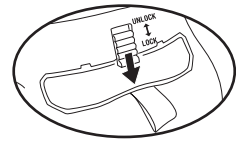
Revised on August 14, 2006.

INSTRUCTIONS

Start-up (Requires Adult Assistance)

Once the batteries are inserted, turn the switch on Allysen's back to the ON position. Squeeze either of Allysen's hands to wake her up and she will go through the Start-Up Routine. You will only need to do this once or each time the batteries are replaced. Note: If you turn the switch on her back to the OFF position, her internal clock will stop. If she is turned off longer than 5 minutes, her clock will become incorrect. Should this happen, you can reset any of Allysen's settings at any time by squeezing both of Allysen's hands simultaneously for approximately 10 seconds.

Please make sure the latch is in the LOCK position or Allysen will turn off. If the latch is in the UNLOCK position for longer than 5 minutes, her clock will need to be reset.



Before play can begin you must set the correct date & time. As you go through the prompts in the Start-Up Routine, you will be asked to respond to Allysen by squeezing her left hand to set the year, month, date and time.

Time is a very important feature for Allysen. Make sure to set the correct day, month, and year in the Start-up routine. Allysen needs to know the date and time so that she can remind you of holidays, remember when it's your Birthday, etc. Please be patient and go through the steps carefully.

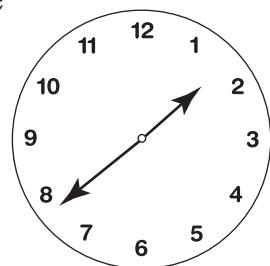
Setting the Time and Telling Time

When setting the hour, decide the closest number the hour hand on your home clock is pointing to and squeeze her left hand until she says the hour.

When squeezing Allysen's left hand, make sure to continually squeeze her hand until she says the right time. As soon as you let go of her hand, she will stop on the number she last said before you let go.

When setting the minutes, note that Allysen tells the time in minutes by using 5 minute increments.

Decide the closest number the minute hand on your home clock is pointing to and squeeze her left hand until she says the number of minutes closest to the actual time.



Once you've completed entering in the correct time, Allysen will ask you to confirm if it is morning, afternoon or night.

Once prompted, simply answer by saying either 'morning', 'afternoon', or 'night'.

Once you've completed entering in the correct time, Allysen will ask you to confirm if it is morning, afternoon or night. Once prompted, simply answer by saying either 'morning', 'afternoon' or 'night'.

For example, if it's 1:38pm, you should input 1 for the hour and 40 for the minutes, and answer "afternoon".

Setting the Year, Month and Date

Allysen will prompt you to input the correct year, month and date. Once prompted by Allysen, simply squeeze her left hand to select the current year, month, and date.

When squeezing Allysen's left hand, make sure to continually squeeze her hand until she says the right year, month and date. As soon as you let go of her hand, she will stop on the number she last said before you let go.

Setting Your Birth Date

Allysen wants to know when your birthday is. Once prompted, squeeze Allysen's left hand to select the month and date of your birthday. Once you do this, she'll remember and wish you happy birthday on your special day. She will also remind you from time to time how far off your birthday is.

Choosing a Nickname

Allysen will ask you to choose a nickname for her to call you. She will ask "Would you like me to call you: Girlfriend, Jelly Bean, Best Friend, Girlie, Pickles or Sweetie?" Please answer with the nickname you like best from the choices listed and Allysen will remember your selected nickname.

Changing Nickname, Time, Date, Year & Birthdate

If you want to change the nickname Allysen calls you or the time, date, year or birthdate, just squeeze both of Allysen's hands simultaneously for approximately 10 seconds.

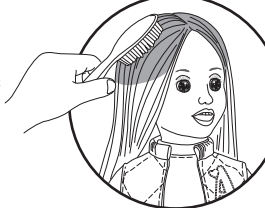
Allysen Will Teach You How to Play With Her

Once you've completed the Start-Up Routine, Allysen will ask you if you would like her to show you how to play with her. Answer 'Yes' or 'No'. If you answer 'Yes,' Allysen will take you through a tutorial that teaches you how to play with her. If you answer 'No' she will go directly into the Play Routine.

Allysen loves to chat with her friends on her cell phone, try new smoothie flavors, have her hair brushed, try different hair accessories & styles, read her magazine, and try on clothes and shoes. Here is what you and Allysen can do together:

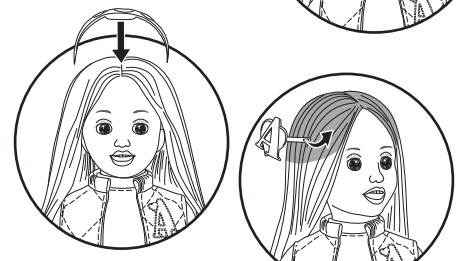
Brush Allysen's Hair

Allysen can recognize when her hair is being brushed. Just make sure to touch the brush to the top of her scalp so she's sure to recognize it. Please brush Allysen's hair gently.



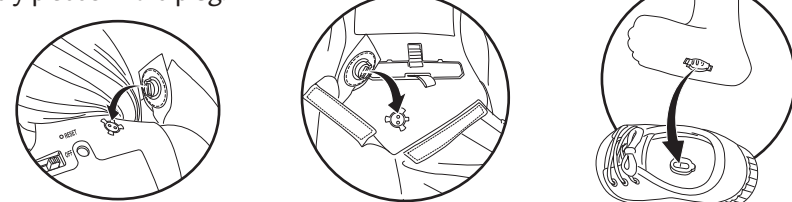
Try on Hair Accessories

Allysen can recognize her hair barrettes and headband when they are placed in her hair. Just make sure they are securely in her hair and close to her scalp, don't place the barrettes below her ears or at the ends of her hair or she may not recognize them.



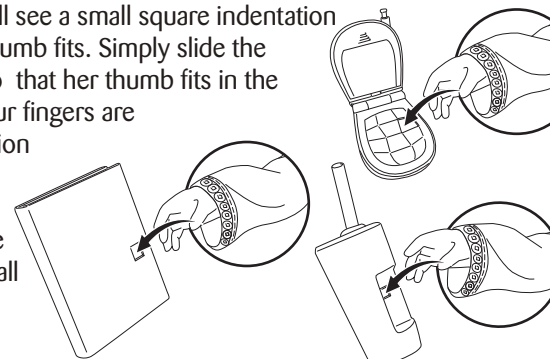
Outfit & Shoes

Allysen can recognize when she's wearing her cool jeans, her cute purple top, and tennies. Make sure to securely place the snaps in the plugs so that Allysen can recognize her clothing and shoes. If Allysen still asks you to put on her clothing or shoes, this means that the snap is not securely placed in the plug.



Accessories

Allysen loves to chat on her cell phone, try new smoothie flavors, read her magazine and have her hair brushed. Remember that all of Allysen's accessories need to be placed in her right hand. If you look closely, you will see a small square indentation on her accessories where her right thumb fits. Simply slide the accessory into Allysen's right hand so that her thumb fits in the square indentation and her other four fingers are securely nested in the larger indentation on the other side of the accessory. If Allysen doesn't recognize her accessory, please check to make sure it is securely placed in her hand with all her fingers in the correct position.



WORD RECOGNITION

There are special words or phrases that Allysen can hear - and she has to listen for them one at a time. Please listen carefully to her questions, so you know which words she's listening for.

TIP: Simple answers work best! Listen for the simple words to reply to her questions.

REMEMBER!

After Allysen asks, "What do you want to do?" she will be listening for one of these 8 special phrases from YOU:

- "Play a game."
- "Read the magazine."
- "Call a friend."
- "Have a smoothie."
- "Try hairstyles."
- "Let's chat."
- "Take a break."
- "Allysen."

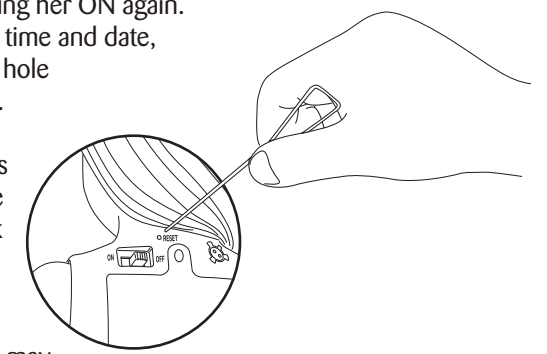
NOTE: It is best to memorize these 8 key phrases. Always wait for Allysen to say "What do you want to do?" before you say one of the 8 special phrases. If Allysen doesn't say "What do you want to do?" then she will NOT be listening for these 8 important phrases.



RESET:

If Allysen is having problems, like repeating herself or not responding, reset her system by turning her OFF for 15 seconds, then turning her ON again. To clear her memory of all settings like the time and date, insert the end of a bent paper clip into the hole on her back to trigger the RESET BUTTON.

While holding down the RESET BUTTON, turn her OFF, then ON again. (Note: This is a good thing to do if a new child would like to play with Allysen as it will reset her back to the factory defaults.) Once she opens her eyes, remove the paper clip and she'll begin the Start-up Routine again. If Allysen continues to have problems, she may need fresh batteries. (See "BATTERIES" and "IMPORTANT NOTE" Sections on reverse side.)



DOs & DON'Ts

- DO NOT puncture, pinch or expose Allysen to hot temperatures.
- DO NOT pull Allysen's hair or eyelashes.
- DO NOT leave her inside a car on a hot day.
- DO NOT leave her squished in a toy box, or under anything that's heavy.
- DO NOT get Allysen wet or put her into the bathtub or swimming pool.
- DO NOT clean her with any ammonia-based detergents. It can burn her skin.
- DO wash her clothing; it is surface washable only - and very delicate.
- DO keep sharp objects away from her. She could get hurt - and so could you!
- DO have fun with Allysen!

Be sure to look for her Accessory Packs coming soon to a store near you! Accessory Pack themes and availability dates subject to change without notice. All About Cheerleading, All About Slumber Parties & All About Dance. For additional information check out the Playmates Toys website:
<http://www.playmatestoys.com/>
or
<http://www.amazingallysen.com/>

TOLL FREE HELP LINE
(Inside the United States): 877-612-7091

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. In an environment with severe electrostatic discharge, the product may malfunction and require user reset.

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.