

QUICK REFERENCE GUIDE

- Use of the ON/OFF Switch: To avoid resetting of doll, do NOT turn switch off. The OFF Switch should only be used if you plan to not play with Amanda for several months.
- Sleep Mode: Sleep Mode should be used anytime that you are not playing with Amazing Amanda. You should squeeze Amanda's right hand for approximately 7 seconds to put her into Sleep Mode. (To wake her, squeeze her right hand again.)



- 4 Key Phrases: To play with Amanda, there are 4 main activities (eating, sleeping, playing and going to the potty). To get to each of these you must say one of these 4 phrases exactly as written when Amanda asks, "Mommy, what should we do?"
 - "It's time to eat."
 - "Let's play."
 - "Go to the potty."
 - "Go to sleep."
- Redirecting Play: If you want Amanda to switch to a different activity (i.e. from 'let's play' to 'it's time to eat'), squeeze Amanda's left hand for approximately 7 seconds at anytime and she will ask you, "Mommy, what should we do?" You can then aswer with any one of the 4 key phrases:
 - "It's time to eat."
 - "Let's play."
 - "Go to the potty."
 - "Go to sleep."
- Speaking to Amanda: Only speak to Amanda when she is not talking or moving her mouth or eyes. Make sure to speak slowly and clearly. Amanda will hear best if you play with her in a quiet room.

BATTERIES

Amanda needs 4 "C" alkaline batteries in order to work. Please have an adult insert the batteries (not included) as shown.

IMPORTANT NOTE:

If you turn Amanda off or replace the batteries, you will have to reprogram her again, using the Start-Up section, to follow. Amanda will automatically power down into Sleep Mode to save battery power, if left unattended for a long period of time. To awaken her, squeeze her right hand. To put Amanda to sleep, use one of two methods: 1) squeeze right hand for approx. 7 seconds, or 2) When Amanada asks, "Mommy, what should we do?", reply, "Go to sleep." Remember: to wake her, squeeze her right 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-zine), or rechargeable (nickel-cadmium) batteries.

Start-up (Requires Adult Assistance)

Once the batteries are inserted, turn the switch on Amanda's back to the ON position. Squeeze Amanda's right hand 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, you will need to repeat the Start-Up Routine.

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 Amanda by squeezing her right hand to set the day, date, and time.

Setting the date: You will be asked for the current year, month, and day.

Setting the time: You will be asked to set the correct time (hour and minutes).

Note: Amanda tells time in minutes by 5-minute increments (for example, at 12:05, Amanda will say, "The little hand is on the 12 and the big hand is on the 1").

Wake-Up and Bedtime: You will be asked to set Amanda's wake-up and bedtime.

Time is a very important feature for Amanda. Make sure to set the correct day, month, and year in the Start-Up routine. Amanda needs to know the time so that you can schedule activities, tell her when it's time to go to bed-and know when it's Christmas, New Years, or other holidays! so please be patient and go through the steps carefully. she can even remember Daylight Savings Time (DST), so if you live in an area that recognizes DST, be sure to set her appropriately when she asks you about this.

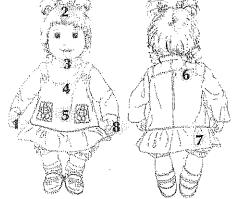
Setting the Time and Telling Time

Amanda tells time in 5-minute increments using the little hand and the big hand of the clock. That means at 1:30, she will say, "The little hand is on the 1 and the big hand is on the 6." At 1:38, she will say, "The little hand is on the 1, and the big hand is on the 8", because it's the closest 5-minute increment between 1 and 12.

When setting the hour, she will ask where the little hand is pointing. Please input 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, or 12. Decide the closest number the little hand on your home clock is pointing to and input that number.

When setting the minutes, she will ask where the big hand is pointing. Please input 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, or 12. Decide the closest number the big hand on your home clock is pointing to and input that number.

Amanda will use time to prompt various activities throughout the day: from the moment she wakes you up, she may ask you to feed her breakfast anytime from 6AM to 10AM. Or she may be hungry for lunch anytime from 10AM to 3PM. And, she will ask you to feed her dinner anytime from 3PM to 8PM. From 8PM to 6AM, she may get hungry for a snack, and she may have to go to the potty anytime during the day.



Sensors

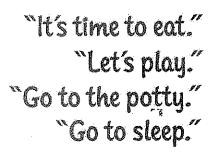
I have eight (8) places where I can feel and sense things!

- 1. Right Hand Sensor: "I know when you squeeze my right hand!"
- 2. Brush Sensor: "I know when you're brushing my hair to make it pretty!"
- 3. Mouth Sensor: "I know what you feed me and when you put food or drink to my mouth!"
- 4. Microphone Sensor: "I can hear when you talk to me!"
- 5. Hug Sensor: "I can feel your love when you hug me!"
- 6. Clothing Sensor: "I know what you dress me in!"
- 7. Potty Sensor: "I can tell when you sit me on my potty!"
- 8. Left Hand Sensor: "I know when you squeeze my left hand!"

Talking Tips

Amanda can hear and recognize certain words you say to her. Here are a few simple tips to help her hear and understand you better:

- First, Amanda can only hear what you say when she's not talking or moving her mouth or eyes. Please make sure to wait until she has finished asking you questions before you say anything! It is also very important that you speak slowly and clearly. Please be patient and give Amanda time to think and to speak before you respond.
- Amanda hears best in a quiet room. It's best to stay out of noisy places.
- Amanda can only recognize special words that she asks you about. If she asks you a
 question like, "Mommy, which can I have-pizza or spaghetti?", you can answer by saying
 either, "Pizza" or "Spaghetti."
- Amanda understands "yes", "no", and "okay", but likes to hear "Yes" more often!
- When it's time to play, there are 4 things that you can tell Amanda to do... but only after Amanda has said, "Monimy, what should we do?" Then she'll be listening for one of these 4 special phrases: "It's time to eat", "Let's play", "Go to the potty", or "Go to sleep."





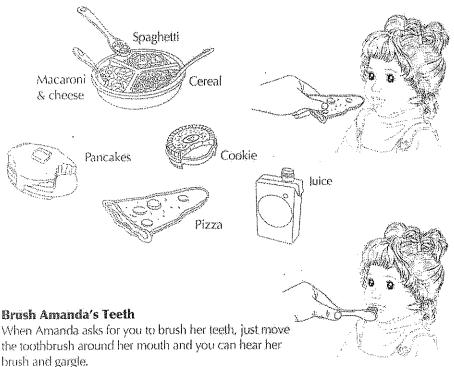
Speak Clearly Please

In order for Amanda to hear you, please wait for her to finish asking you a question. Then, using your best mommy voice, speak clearly and slowly to her.

TIP: To make sure Amanda is listening, wait one second after she has finished her question before you speak to her.

It's Time to Eat

Amanda loves to eat. Once you set the time, she'll know when it's breakfast or dimertime—but she still may ask for a snack instead, especially if it's before bedtime. When you are feeding her, be sure to put the tip of the spoon (or the part of the food where she has already taken a bite) into her mouth—that way she'll be able to taste what you're feeding to her. After she says, "Mommy, what should we do?", you must say, "It's time to eat!" Then you'll be able to start the eating activity. Here are all the foods that Amanda likes:





"Go to the Potty!"

After Amanda says, "Mommy, what should we do?" you can say, "Go to the potty!" Then you can start the "Go to the potty" activity!

Amanda is still learning to go potty. She will try her best to let you know when she has to go, but sometimes she doesn't make it. When she does let you know in time, pull down the diaper and sit her on her special potty-she'll do the rest.



"Let's Play"

After Amanda says, "Mommy, what should we do?" you can say, "Let's play!" Then you can start the "Let's play" activities!

Armanda loves to play games and sing songs. Sometimes it's fun to play Pretend, Funny Face or Animal Talk, Here's a list of the games she likes to play with you:

- Funny Face (You tell her what kind of face to make: sad, happy or surprised!) -
- Pretend (You can pretend you're having a tea party or even a birthday party!)
- · Animal Talk (Guess which animal sounds Amanda is making!)
- Sing Songs (Amanda loves to sing songs, and you can sing with her!)

Here are some of Amanda's favorite songs to sing! You can use this as a song sheet to sing along with her!

Toesies

One little, two little, three little Toesies! Four little, five little, six little Toesies! Seven little, eight little, nine little Toesies! Ten – count 'em ten – little Toesies on my feet!

Pat-a-cake

Pat-a-cake, pat-a-cake, baker's man! Bake me a cake as fast as you can! Pat it! Pat-pat-pat! Roll-roll-roll. And mark it with a big "M" for Mommy and me!

The Happy Song

If you're happy and you know it, shout hoo-ray! If you're happy and you know it, shout hoo-ray! If you're happy and you know it, then your smile will surely show it! If you're happy and you know it, shout hoo-ray!

Birthday Song

Happy Birthday, Happy Happy Birthday! Happy Birthday -And big kisses too! Amanda sings to you today! Celebrate your special day! Hoo-ray! Hoo-ray! I love you!

"Go to Sleep"

Put Amanda to bed and she'll sleep until you wake her up. Or, if you set a wake-up time, she'll wake up at that time. You can also wake her up by squeezing her right hand, or giving her a great big Mommy hug. When she wakes up, she'll tell you all about her dreams!



Amanda needs you to help fix her hair, change her clothes, wake her up, put her to bed and care for her when she's sad or not feeling well.

Here is what Amanda needs you to do:

Brush Amanda's Hair

Be sure to brush the top of Amanda's head first, soshe'll know you're brushing her hair.



Outfits

Amanda comes with two special outlits: her daytime dress and her nightie. (There are more outlits and accessories on the way that you can get for her later on!) When it's time for bed, she loves to wear her warm nightie. And when it's time to play, her dress is best. If her clothing is not put on right, especially around the shoulders, then she might have problems knowing what outlit she's wearing.

Bedtime

During the Start-up Routine, she'll ask you to set a special bedtime for her – that way every night at that time she'll remind you that it's time for her to go to bed. Of course, you can always allow her to stay up late and play, too!

Wake-Up Time

During the Start-up Routine, she'll ask you if you want to set a special time for her to wake you up in the morning when you want to play. Everyday at that time she'll wake up and be ready for a whole new day of adventures and fun!

When Amanda is Sad Or Sick

Whenever Amanda feels sad or sick, she'll need one of your great big Mommy hugs to feel better. She can feel your hugs when you squeeze her just right!



There are special words or phrases that Amanda 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.

I need a hug to feel better:

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

REMEMBER!

After Amanda asks, "Mommy, what should we do?", she will be listening for one of these 4 special phrases from YOU:

"It's time to eat!"
"Let's play!"

``Go to the potty!'' ``Go to sleep!''

NOTE: It is best to memorize these 4 key phrases. Always wait for Amanda to say "Mommy, what should we do?" before you say one of the 4 special phrases. If Amanda doesn't say, "Mommy, what should we do?" then she will NOT be listening for these four important phrases.

RESET:

If Amanda 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 and back ON again. Once she opens her eyes, remove the paper clip and she'll begin the Start-up Routine again.



DO's & DON'TS

DO NOT puncture, pinch or expose Amanda to hot temperatures.

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 Amanda 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 Amanda!

Be sure to look for her Accessory Packs coming in 2006 to a store near you! Accessory Pack themes and availability dates subject to change without notice.

Tea Party Pack, Happy Birthday Party Pack, Happy Rolling Stroller.

For additional information check out the Playmates Toys website: http://www.playmatestoys.com/

TOLL FREE HELP LINE: (Inside the United States): 877-612-7072

U.S. Patent No. 6,554,679. Other U.S. Patent Pending

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.

Ages 5 and up Stock No. 98161 / 98166



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Birthday Party Playpack

Getting Started

Note: In order to play with the Amazing Amanda Playpacks, you must have an Amazing Amanda doll.

If it has been an extended period of time since you have played with your Amazing Amanda doll, you may want to start by replacing her batteries. Please refer to the Batteries section of the instructions that came with your Amazing Amanda doll. Note: The Amazing Amanda instructions are also available at

www.playmatestoys.com.

Dressing Amanda

It is important to make sure Amanda's birthday party dress is on snugly so that the hard plastic piece in the back is lined up just below her right shoulder. (See diagram.)

Ages 5 and up Stock No. 98171



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To Play Birthday Party

There are three ways you can choose to start the birthday party play routine:

1. Place Amanda in Sleep Mode -

Place Amanda in Sleep Mode by saying 'Go to Sleep' when she asks "Mommy, What should we do?". Once asleep, dress her in her birthday party dress.

Wake her by either squeezing her right hand or giving her a big hug. Once awake, she will recognize that she is now wearing her birthday party dress. She will then ask you if you want to have a birthday party. Say "Yes" and the birthday party play will begin.

2. When Amanda is in the OFF position -

If Amanda is already off because the switch on her back is in the OFF position, change Amanda's outfit to her birthday party dress. Once dressed, turn the switch on her back to the ON position. You will need to go through the normal setup routine setting the date, time, etc. (refer to the instructions that came with your Amazing Amanda doll for setup if you need help with this). Once setup is complete, Amanda will recognize that she is in her birthday party dress and play cán begin.

3. During Play -

Dress

Sensor

Here

Once Amanda is dressed in her birthday party dress, you can direct her to go directly to her birthday party play. When Amanda asks "Mommy, What should we do?," you should answer with "Let's Play." Follow the dialogue below:

- Amanda: Mommy, What should we do?
- Child: Let's Play
- * Amanda: What do you want to play? Pretend, animal talk, or funny face?
- · Child: Pretend
- · Amanda: Let's play pretend! Do you want to pretend a birthday party or a birthday party?
- Child: Birthday party
- Amanda: Oh goody, I love birthday parties!

Without her birthday party dress on, Amanda will just pretend a short birthday party. With her birthday party dress on, Amanda will play out a real birthday party using her new accessories.

Birthday Party Accessories that Amanda Recognizes

Amanda will recognize the following accessories from her birthday party playpack:

- Noise Maker
- Birthday Cake
- Birthday Party Dress



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



Tea Party Playpack

Getting Started

Note: In order to play with the Amazing Amanda Playpacks, you must have an Amazing Amanda doll.

If it has been an extended period of time since you have played with your Amazing Amanda doll, you may want to start by replacing her batteries. Please refer to the Batteries section of the instructions that came with your Amazing Amanda doll. Note: The Amazing Amanda instructions are also available at

www.playmatestoys.com.

Dressing Amanda

It is important to make sure Amanda's tea party dress is on snugly so that the hard plastic piece in the back is lined up just below her right shoulder.

Ages 5 and up





To Play Tea Party

There are three ways you can choose to start the tea party play routine:

1. Place Amanda in Sleep Mode -

Place Amanda in Sleep Mode by saying "Go to Sleep" when she asks "Mommy, What should we do?". Once asleep, dress her in her tea party

Wake her by either squeezing her right hand or giving her a big hug. Once awake, she will recognize that she is now wearing her tea party dress. She will then askiyou if you want to have a tea party. Say "Yes" and the tea party play will begin.

2. When Amanda is in the OFF position -

If Amanda is already off because the switch on her back is in the OFF position, change Amanda's outfit to her tea party dress. Once dressed, turn the switch on her back to the ON position. You will need to go through the normal setup routine setting the date, time, etc. (refer to the instructions that came with your Amazing Amanda doll for setup if you need help with this). Once setup is complete, Amanda will recognize that she is in her tea party dress and play can begin.

3. During Play -

Dress

Sensor

Here

Once Amanda is dressed in her tea party dress, you can direct her to go directly to her tea party play. When Amanda asks "Mommy, What should we do?," you should answer with "Let's Play." Follow the dialogue below:

- Amanda: Mommy, What should we do?
- · Child: Let's Play
- · Amanda: What do you want to play? Pretend, animal talk, or funny face?
- · Child: Pretend
- · Amanda: Let's play pretend! Do you want to pretend a birthday party or a tea party?
- · Child: Tea party
- · Amanda: Oh goody, I love tea parties!

Without her tea party dress on, Amanda will just pretend a short tea party. With her tea party dress on, Amanda will play out a real tea party using her new accessories.

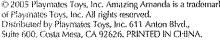
Tea Party Accessories that Amanda Recognizes

Amanda will recognize the following accessories from her tea party playpack:

- Bownie Tea Cup
- Tea Party Dress Teacup Tea Party Dress

When Amanda asks for her cookie during tea party play, please use the cookie that was included with Amanda's play pieces when you purchased the doll.

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



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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:

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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.

Amazing Amanda™ Birthday Party/Tea Party Stock No. 98171/98172

Size: 140 x 110mm