

Giddy Up[®]

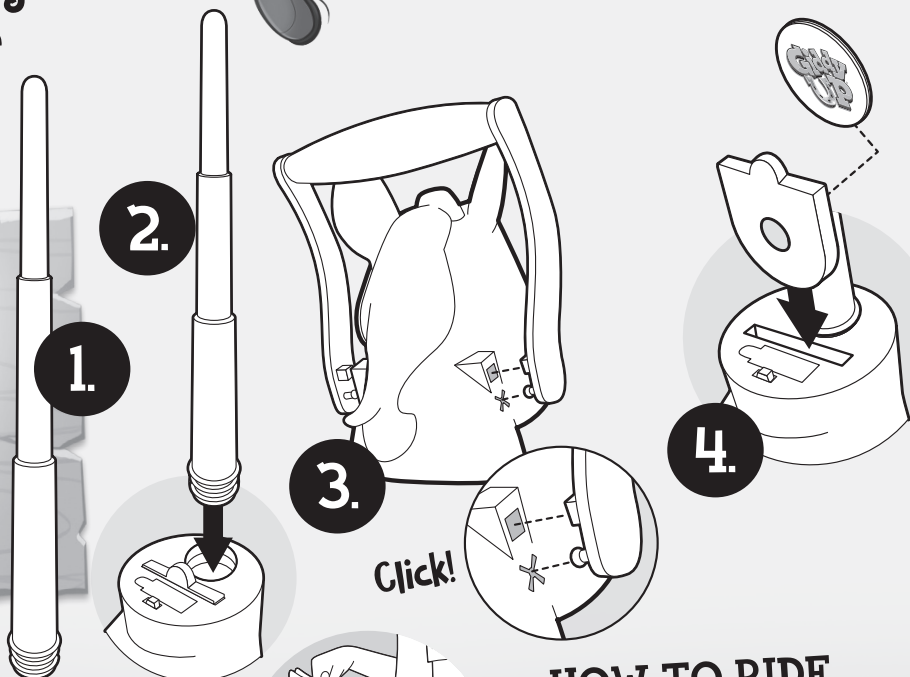


CONTENTS:
 1 Giddy Up electronic horse unit,
 1 extendable pole,
 1 reins/handle piece,
 10 command cards.

The Horse Riding Reaction Game

HOW TO PUT TOGETHER GIDDY UP

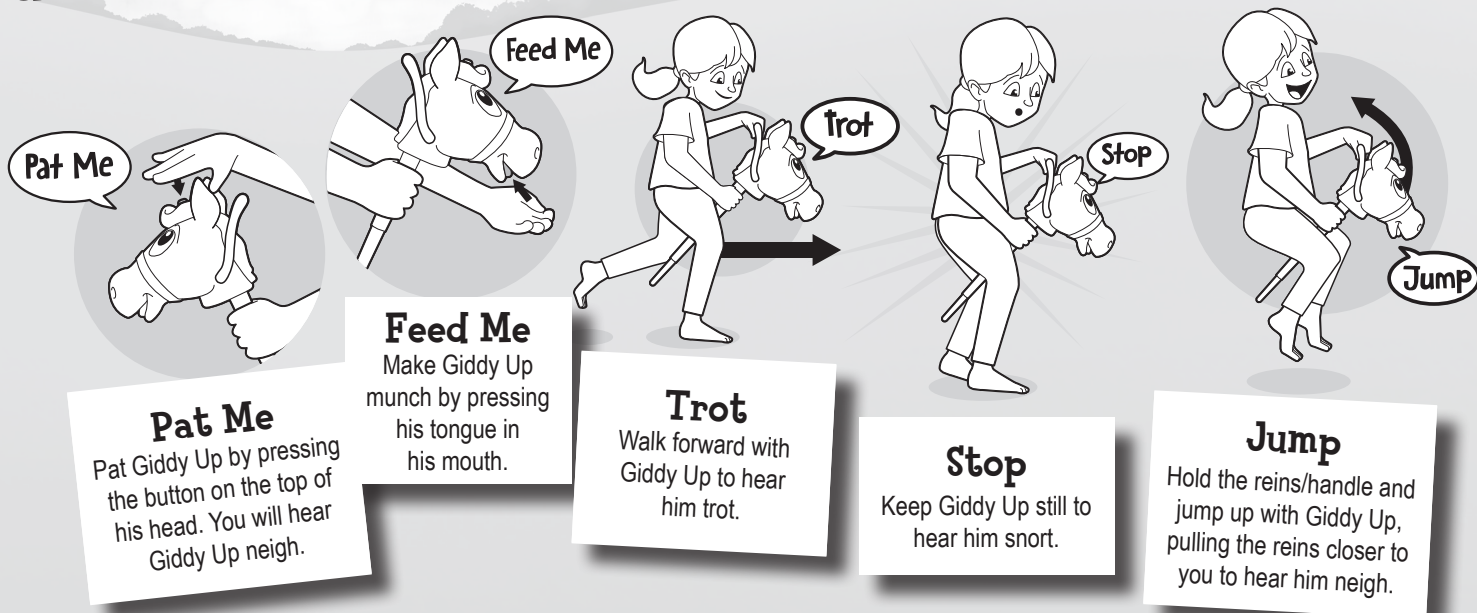
1. Take the extendable 3-piece pole and pull it out, so it is fully extended.
2. Screw the pole into the hole, on the underside of Giddy Up's head.
3. Take the reins/handle piece and clip each side of this into the square and circle holes of Giddy Up's neck. The reins/handle will lock into place.
4. When not in play, place your 10 command cards in the storage unit on the underside of Giddy Up's head.



HOW TO RIDE GIDDY UP

We recommend putting one hand on the handle and your other hand on the top of the extendable pole.

GIDDY UP COMMANDS



NOW YOU ARE READY TO PLAY GIDDY UP!

Move the switch on the underside of Giddy Up's head to the **ON** position. The **ON** position is marked 'I'. Please see diagram below for more details.

There are 3 game modes – Training, Challenge & Cross Country!

Training – This is a practice mode to help you learn Giddy Up's actions.

Turn the switch **ON** and press the **PAT ME** button once to select this game mode.

Once you have finished playing this game mode, to select a new game mode turn the unit **OFF** and **ON** again.

Challenge – In this game, follow the commands that Giddy Up gives you. If you don't do the action in time or you do an incorrect command – your game is over.

Turn the switch **ON** and press the **PAT ME** button twice to select this game mode. Listen to Giddy Up's commands and do what he says.

At the end of the game, press the **FEED ME** button to play this mode again or pass to another player to see how they do.

To select a new game mode, turn the unit **OFF** and **ON** again.

Cross Country – This game is a race against the clock!

The 1st card is always the **START card**, the last card is always the **FINISH card**. The other cards you can place in any order.

In this game when you reach a card, do that action with Giddy Up!

When you reach the:

- **Jump card** – Jump with Giddy Up,
- **360 card** – Gallop around the card with Giddy Up,
- **In & Out cards** – Gallop in and out of these cards with Giddy Up. We suggest you lay a minimum of 2 or 3 of these cards after each other.

Turn the switch **ON** and press the **PAT ME** button on top of Giddy Up's head three times to select this game mode.

Stand by the **START card** and press the **PAT ME** button once to start your course. Gallop between cards as quickly as possible to set the quickest time.

When you have completed the course and reached the **FINISH card**, quickly press the **PAT ME** button twice for Giddy Up to say your course time.

At the end of the game, press the **PAT ME** button to play this mode again or pass to another player to see how they do.

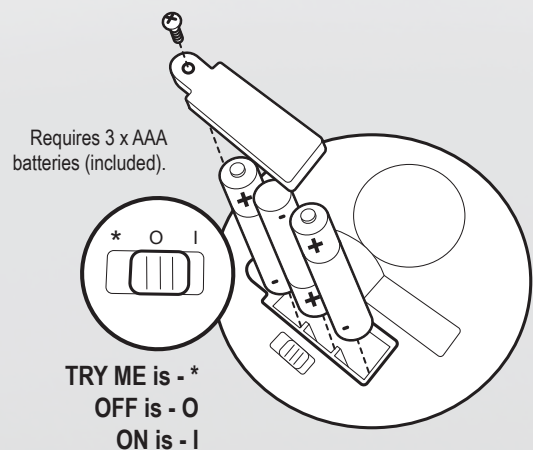
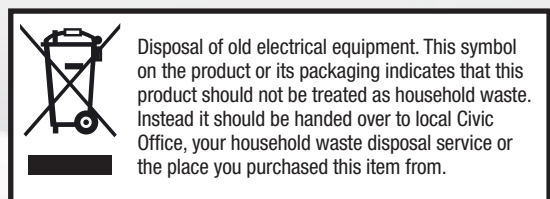
To select a new game mode, turn the unit **OFF** and **ON** again.

Giddy Up will go to sleep after a period of inactivity. To wake press the Pat Me button or turn the switch OFF and ON again.



Battery Safety Information

- Giddy Up requires 3 x AAA batteries (included).
- Use cross-head screwdriver to open the battery cover on Giddy Up
- We recommend alkaline batteries for optimum performance.
- An adult should install the batteries and take note of the following – open the cover on the base of the unit by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and - markings inside the compartment.
- Do not recharge non-rechargeable batteries.
- Different types of batteries or new and used batteries are not to be mixed.
- Rechargeable batteries are to be removed from the toy before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries in the correct polarity.
- Remove exhausted (used) batteries from the toy.
- Remove batteries from the toy if it is not going to be used for a long period of time.
- Do not short-circuit the supply terminals.
- Batteries should be replaced by an adult.
- Do not attempt to power battery products from the mains supply and do not insert connecting wires into electrical socket outlets.
- Dispose of used batteries at a recycling point. ~~Never dispose of batteries in fire.~~



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WARNING! Not suitable for children under 36 months.
Choking hazard - contains small parts.

