

SHARPER IMAGE®

Item No. 206654
User Guide

Thank you for purchasing the Sharper Image Stranger Creature Catcher. Please read this guide carefully and store it for future reference.

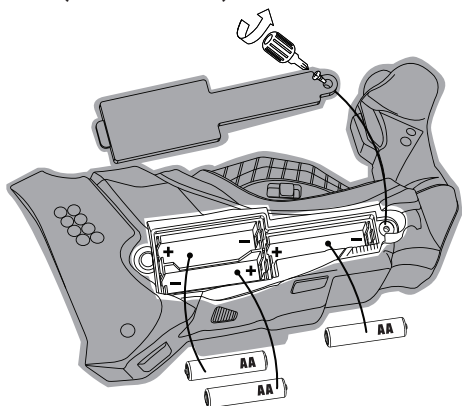
Instructions

OBJECTIVE:

To catch 10 monsters within the time limit

How to Insert the Batteries

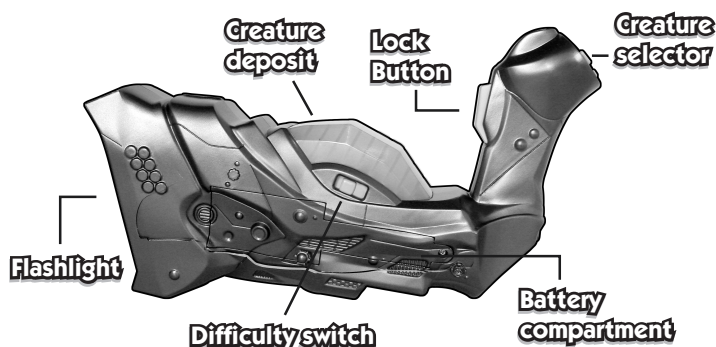
Remove the lid of the battery compartment and insert 3 AA batteries (not included).



Once you have inserted the batteries and put back the lid in its place we're ready to start the fun part.

Take a look at the highlighted parts below created by specialist in catching monsters.

Getting to know the Stranger Creature Catcher



Now that you have familiarized with the unit, let's figure out how to start hunting monsters. To get started, select your preferred difficulty level. Choose from three levels: easy, medium and hard.



Slide the switch to the 1 position to play the **EASY** mode. Position 2 is **MEDIUM** and 3 is **HARD** MODE.

When you select your preferred level, you will immediately hear a sound indicating the unit has powered up and ready to do what was created for, to eliminate creatures!

VERY IMPORTANT

This fight against these creatures is best played in dark rooms. Creatures will be less visible in light... (It's no coincidence they come looking for you at night).

Get to know these strange creatures!

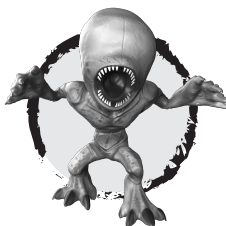
The Perpetrators

Doom



This **GREEN** creature it's normally hidden under the rugs, inside some drawers and even behind the curtains or blinds. He makes all sort of noises at night to create fear. Remember they are feed on fear! He's the easiest one to catch out of the bunch.

Grim



This **YELLOW** creature jumps from one place to another making creaking noises. He sometimes misplaces toys, especially your favorite ones. It's faster than the green monster but with practice he won't be a problem.

Shade



This **RED** creature causes you to wake up in the middle of the night and he disrupts your sense of reality. It creates fear in you and he's fast so only those who have caught many monsters before can aspire to get it, will you?

Dread



This ugly **BLUE** creature is a menace. He is the reason you don't like vegetables. He creates mayhem wherever he goes. He makes you forget to do your homework and creates thunder when it's raining to scare you. You can't see him and when he pops up, he's impossible to get. He's the hardest one to catch.

Important Things to Remember

Ok, now that you know what you're going against, there are some things you should always remember:

-KEEP MOVING

The Stranger Creature Catcher has special flashlight technology designed to find hidden monsters, but to make it work YOU HAVE TO KEEP IT IN MOTION, or else it will turn off.

-KEEP CLOSE

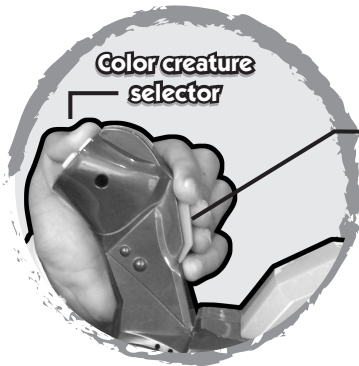
Monsters will be discovered on walls, ceilings, curtains or even on the weirdest places you aim at. To see the creature clearly, get close to identify them.

-BEST IN DARK AREAS

To get these evil doers, go to areas where it is dark.

How to Catch Monsters

Each monster has a different color, so if you see a RED Monster (Shade) press the LOCK BUTTON + RED COLOR BUTTON to catch it.

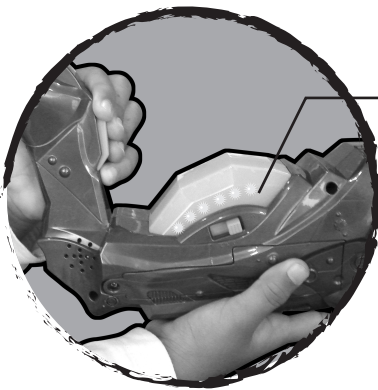
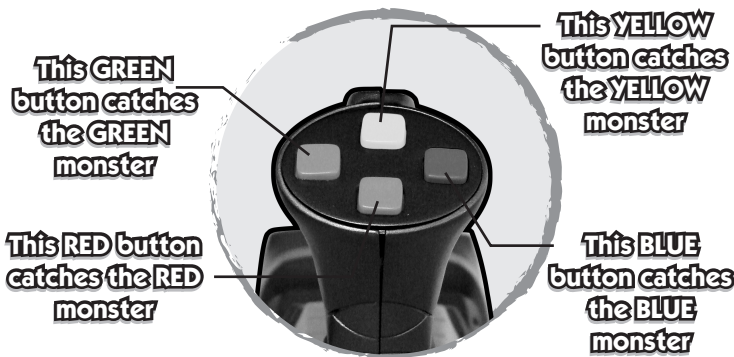


Press **LOCKBUTTON + COLORBUTTON** to find a creature.

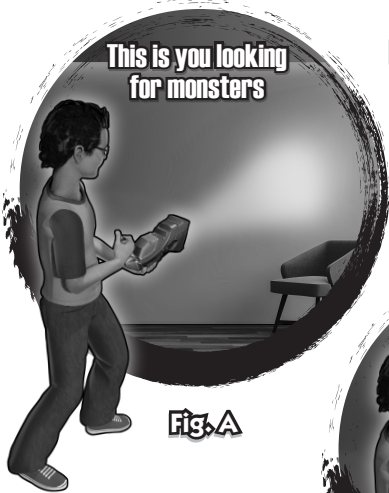
LockButton

Make sure you're in a dark environment then select the color monster selector.

Remember, to catch whichever monster you find you must ALWAYS press the LOCK BUTTON+COLOR BUTTON AT THE SAME TIME. Every time you catch a monster you will hear a noise from the unit and see a small dot of light inside of the catcher.



The creature caught will be shown as a small green light inside the container. Catch 10 and you will be the winner.



This is you looking for monsters

Fig. A

Fig. B. shows the Stranger Creature Catcher locates one hidden creature.



This is you finding monsters

Fig. B

NOTE: If you press the WRONG color button you will hear the monster laughing while it runs away. If you make this mistake TWICE you will hear an alarm sound and a caught monster will be freed.

When you complete the EASY level by catching 10 monsters you will hear a sound and the monster container will be flashing indicating you made it. Try moving to the medium or hard levels to master the art of getting hidden monsters. To play a new game just press any button and you will hear the power on sound.

BATTERY WARNINGS:

- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging (if designed to be removable).
- Charge rechargeable batteries 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 are recommended.
- Insert batteries with the correct polarity.
- Remove worn out batteries 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, batteries inside may explode or leak.

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

AGE **5+** PLAYERS **2+**
Kids

Warranty / Customer Service

Sharper Image branded items purchased from Sharper-Image.com include a 1-year limited replacement warranty. For Customer Service, please call +1 (877) 210-3449.

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