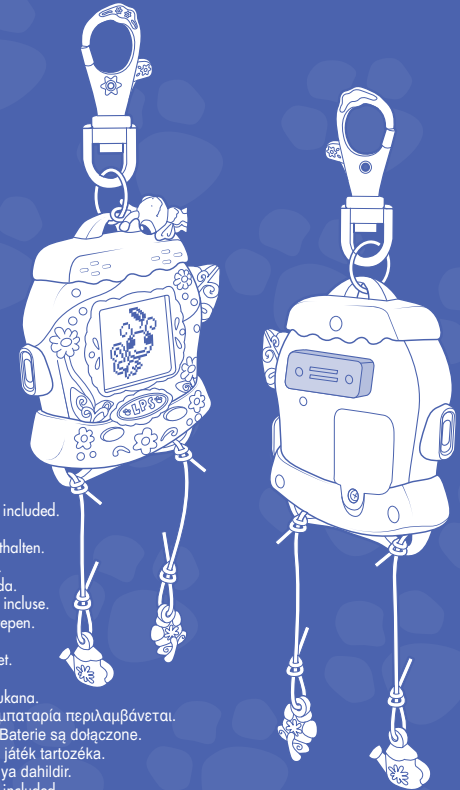


Littlest Pet Shop

6+

51472 Asst.

GB DIGITAL PET P PESHOP POCKET E POCKET PET
E VIRTUAL PET P BICHINHO DE ESTIMAÇÃO DIGITAL I MAGICO CUCCIULO
NL POCKET PET S VIRTUAL PET SK DIGITALT KÆLEDYR R DIGITALT SELSKAPSDYR
FIN POCKET PET GB ΨΗΦΙΑΚΟ ΖΩΑΚΙ PL WIRTUALNE ZWIERZĄTKO
H DIGITÁLIS KISÁLLAT TR ELEKTROMİNİŞ CZ DIGITAL PET SK DIGITAL PET



- Ⓜ Requires 1 x 3.0V "CR2032" lithium battery. Battery included.
- Ⓜ Nécessite 1 pile "CR2032" x 3,0 V. Pile incluse.
- Ⓜ 1 x 3,0V "CR2032" Batterie erforderlich. Batterie enthalten.
- Ⓜ Es necesaria 1 pila "CR2032" de 3,0V. Pila incluida.
- Ⓜ É necessário 1 pilha "CR2032" de 3,0V. Pilha incluida.
- Ⓜ Funziona con 1 batteria da 3,0v "CR2032". Batterie incluse.
- Ⓜ Werkt op 1 x 3,0v "CR2032" batterij. Batterij inbegrepen.
- Ⓜ 1 x 3,0 V "CR20 32" -batteri krävs. Batteri ingår.
- Ⓜ Kræver 1 x 3,0 V "CR2032" -batteri. Batteri inkluderet.
- Ⓜ Krevr 1 x 3,0 V "CR2032" -batteri. Batteri inkludert.
- Ⓜ Tarvitaan 1 x 3,0 V "CR2032" -paristo. Paristo on mukana.
- Ⓜ Χρειάζεται 1 μπαταρία τύπου "CR2032" 3,0 V. Η μπαταρία περιλαμβάνεται.
- Ⓜ Wymagane jest użycie baterii 1 x 3.0V "CR2032". Baterie są dołączone.
- Ⓜ 1 db 3.0 V "CR2032" elemmel működik. Az elem a játék tartozéka.
- Ⓜ 1 adet 3.0 voltluk "CR2032" tip pille çalışır. PİL kutuya dahildir.
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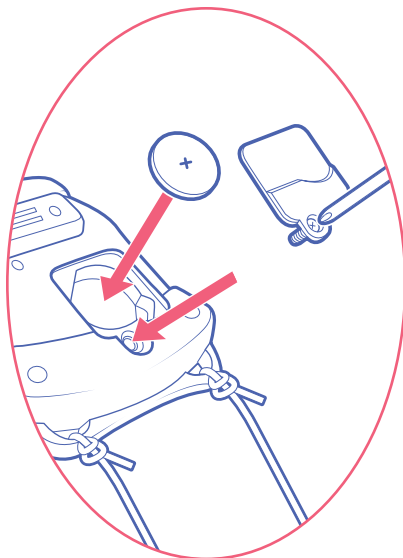


Littlestpetshop.com

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Made in China • Fabriqué en Chine
040751472186ASST.

- Ⓒ To insert Batteries
- Ⓕ Mise en place des piles
- Ⓓ Batterien einlegen
- Ⓔ Para colocar las pilas
- Ⓖ Para colocar as pilhas
- Ⓘ Come inserire le Batterie
- Ⓝ Batterijen plaatsen
- Ⓢ Så här sätter du i batterier
- ⒹⓀ Isæt batterier
- Ⓝ Sette inn batterier

- Ⓕ Paristojen asentaminen
- ⒸⓂ Για να εισάγετε τις μπαταρίες
- ⒸⓁ Aby zainstalować baterie
- Ⓕ Elemek behelyezése
- ⒸⓂ Pilleri yerleştirme
- ⒸⓂ Vložit baterie
- ⒸⓂ Vložit batérie





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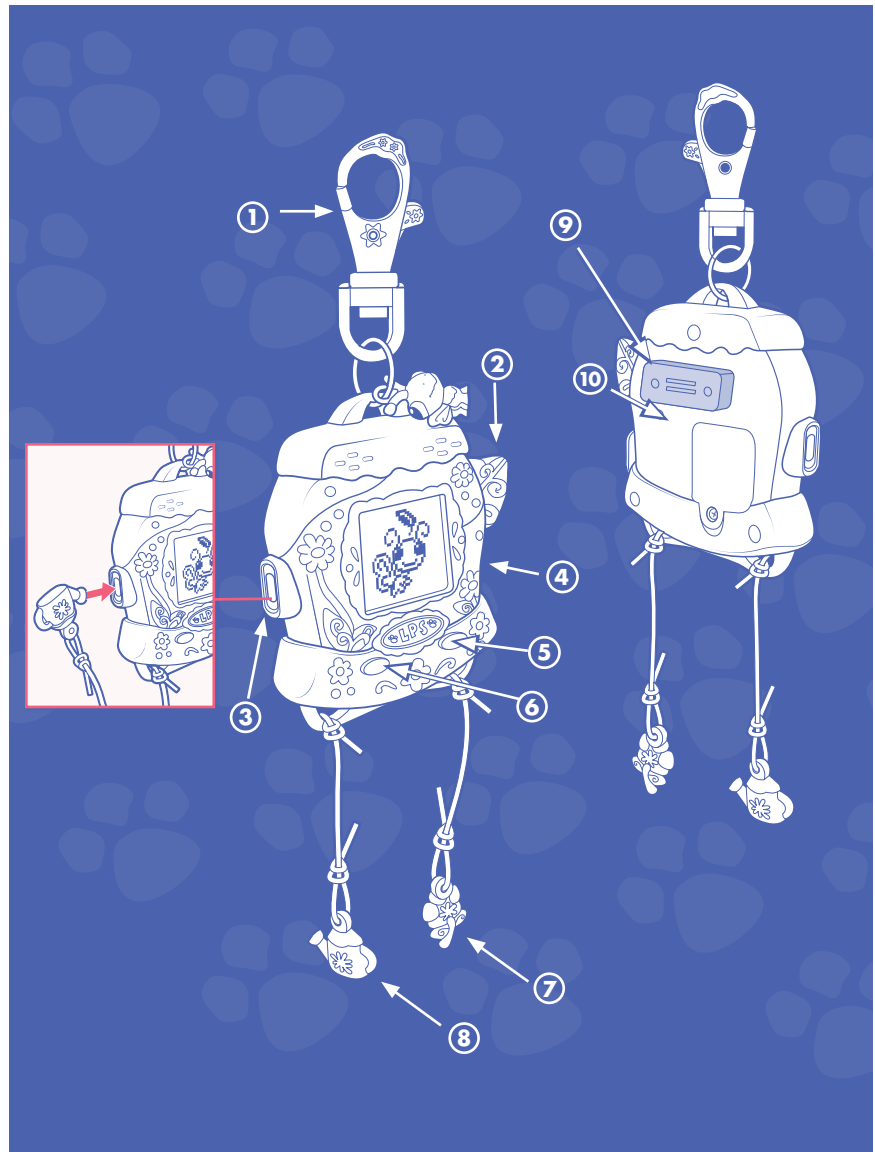
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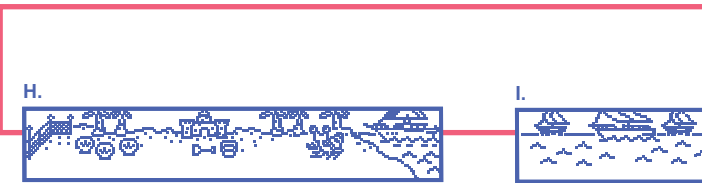
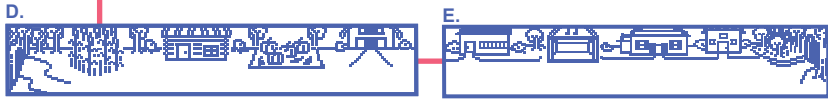
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If your pet disappears from the screen... use either button to search for your pet. After a few clicks, you'll find it at home... using the facilities! Click either button to "clean up" after it, and your pet is ready to play again!

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- | | |
|--|---|
| 1 Akasztó hátszákhöz | 6 Bőngészés/mozgató |
| 2 Gomb – Lehetővé teszi, hogy játssz a kisállattal | 7 Food charm - Insert to feed your pet |
| 3 Grooming port | 8 Grooming charm - Insert to groom your pet |
| 4 Food port | 9 Csatlakozási nyílások – Ide csatlakoztathatsz más elektronikus kisállatokat |
| 5 Kiválasztás/belépés | 10 Törölés-újraindítás gomb |

A JÁTÉK ÜZEMMÓD BEÁLLÍTÁSA

hogy a Kis kefével vagy az Etetőtálkát behelyezed a nyílásába a „PRÓBA / TRY ME” üzemmód animáció közben. Ha 2 percig nem játszol kis barátoddal, a játék automatikusan kikapcsol. A visszakapcsoláshoz csak érintsd meg a játék elején található gombok valamelyikét. A Játék során minden eredmény, játékinformáció – beleértve a matricákat és bélyegeket – mentésre kerül.

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To move your pet around, use either button to move through locations on the screen. A lehetőségek mindegyikéről találsz tájékoztatást angol nyelven a www.littlepetshop.com oldalon!

GONDOSKODÁS ICIKE-PICIKE BARÁTODRÓL

Új barátod mindig tudatja majd veled, hogy mit kell tenned ahhoz, hogy egészséges és vidám maradjon.

Ha icike-picike barátod lassan kezd mozogni, akkor éhes! Használd az Etetőtálát, hogy megedesd. Ha jóllakott, rázni fogja a fejét, amikor több ételt próbálsz neki adni.

Ha icike-picike barátod nem válaszol, amikor egy tevékenységet kiválasztasz, akkor magányos és játszani szeretne veled. Nyomd meg a játék gombot és játszatok együtt – meglátod rögtön jó kedvre derül majd!

Ha icike-picike barátod hátat fordít neked, gondoskodásra van szüksége.

Ha icike-picike barátod eltűnik a képernyőről... használd bármelyik gombot, hogy megkeresd. Néhány kattintás után megtalálod otthon... amint épp a dolgát végzi! Nyomd meg bármelyik gombot, hogy feltakaríts utána, és icike-picike barátod ismét készen áll a játékra!

C HIBA ELHÁRÍTÁS

Ha a játék nem reagál, nyomd meg a RESET gombot (ehhez egy tollra vagy gemkapocsra lesz szükséged). Ilyenkor icike-picike barátod minden matricája és bélyege elmentve marad. (A matrica és bélyeg információk töröléséhez nyomd meg a RESET gombot, miközben lenyomva tartod a játék elején található bal és jobb gombot.)



- | | |
|---|--|
| 1 Uchwyt do zapleczenia | 6 Przycisk przeglądania/poruszania się |
| 2 Przycisk – Umożliwia zabawę z Twoim zwierzątkiem | 7 Food charm - Insert to feed your pet |
| 3 Grooming port | 8 Grooming charm - Insert to groom your pet |
| 4 Food port | 9 Otwory łączenia – Tutaj połączysz inne elektroniczne zwierzątka |
| 5 Przycisk wyboru/enter | 10 Przycisk kasowania (reset) |

A TRYB ZABAWY

Twoja zabawka w opakowaniu znajduje się w trybie „Wypróbuj mnie” (Try me). Aby przełączyć ją na tryb „Zabawa” (Play), dotknij jakiejś ikonki podczas animacji w trybie „Wypróbuj mnie”. Po 2 minutach nie używania, zabawka wyłączy się. Aby ją ponownie włączyć, dotknij jednego z przycisków na przodzie zabawki. Wszystkie informacje, łącznie z tymi dotyczącymi nalepek i znaczków, zostaną zachowane.

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OPIEKA

Twój zwierzak zawsze podpowie Ci, co robić aby był zdrowy i szczęśliwy.

Jeśli Twoje zwierzątko zaczyna poruszać się wolno, jest głodne! Użyj miseczki z jedzeniem i nakarm go. Kiedy się nasyci, będzie potrząsać główką, gdy będziesz go dalej karmić.

Jeśli Twoje zwierzątko nie odpowiada, kiedy wybierasz jakąś czynność, czuje się samotne i chce się z Tobą bawić. Wciśnij przycisk zabawy i bawcie się razem – zwierzak szybko się ożywi!

Jeśli Twoje zwierzątko odwraca się do Ciebie plecami, potrzebuje trochę uwagi. Użyj ikonki ze szczoteczką i wyczesz zwierzączka – znów będzie szczęśliwy!

Jeśli Twój zwierzak znika z ekranu... użyj któregoś przycisku, aby go poszukać. Po kilku kliknięciach, znajdziesz go w domu... zalatwiającego swoje potrzeby! Kliknij lub wciśnij przycisk, aby go nim „posprzątać”, i Twój zwierzak znów jest szczęśliwy i chce się bawić!

C POKONYWANIE PROBLEMÓW

Jeśli zabawka nie odpowiada, wciśnij przycisk RESET (będziesz potrzebować do tego długopisu lub spinacza). Wszystkie nalepki i znaczki zostaną zachowane. (Aby zresetować informację o nalepkach i znaczkach, wciśnij przycisk RESET jednocześnie przytrzymując prawy i lewy przyciski na przodzie zabawki.)



- | | |
|---|---|
| 1 Clip pour emmener ton Petshop Pocket partout | 6 Parcourir/Se Déplacer |
| 2 Bouton - Utilise ce bouton pour jouer avec ton Petshop | 7 Food charm - Insert to feed your pet |
| 3 Grooming port | 8 Grooming charm - Insert to groom your pet |
| 4 Food port | 9 Ports de connexion unité de jeu - Connecte d'autres Petshop Pocket ici |
| 5 Sélectionner/Entrer | 10 Bouton Reset (permettant d'effacer les informations enregistrées) |

A MODE JEU

Ton jeu est emballé en mode "ESSAIE-MOI". Pour passer en mode "JEU", connecte simplement l'un des stylet sur son port pendant l'animation "ESSAIE-MOI". Si le jeu n'est pas activé pendant 2 minutes, il s'arrête. Pour le rallumer, touche l'un des boutons sur la face avant du jeu. Toutes les informations de jeu, y compris les autocollants et les timbres gagnés pendant les parties seront sauvegardées.

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PRENDRE SOIN DE TON PETSHOP

Ton Petshop te fera toujours savoir ce qu'il faut faire pour le rendre heureux et en bonne santé.

Si ton petshop commence à se déplacer lentement, c'est qu'il a faim! Utilise le stylet en forme de gamelle pour le nourrir. Lorsqu'il n'aura plus faim, il secouera la tête lorsque tu essaieras de lui donner encore de la nourriture.

S'il ne répond pas lorsque tu choisis une activité, c'est qu'il se sent seul et qu'il veut jouer avec toi. Appuie sur le bouton jouet et joue avec lui. Il retrouvera son sourire!

Si ton petshop se retourne, c'est qu'il a besoin d'attention. Utilise le stylet en forme de brosse pour lui faire sa toilette et lui faire plaisir!

Si ton petshop disparaît de l'écran... Utilise l'un des boutons pour le rechercher. Après quelques clics, tu le retrouveras à la maison... en train d'utiliser les toilettes! Clique sur l'un des boutons pour "nettoyer", et ton Petshop est prêt à jouer de nouveau!

C DÉPANNAGE

Si le jeu ne répond pas, appuie sur le bouton RESET à l'aide d'un stylo ou d'un trombone. Tous les autocollants et les timbres gagnés pendant les parties seront quand même sauvegardés (pour remettre à zéro les informations sur les autocollants et les timbres, appuie sur le bouton RESET tout en maintenant enfoncés les boutons droit et gauche sur la face avant du jeu).