



# Mickey's Mouse-ke-TAG™

Run-around fun with Mickey and friends!



## Ready, Set, Tag!

**Listen to Goofy's clues. Tag the right Mouse-ke-friend as fast as you can! Get ready to scramble when the clues get more challenging!**

### GETTING STARTED

1. The first time you play, attach one green grass platform to each of the Mouse-ke-friends - Mickey Mouse, Donald Duck, Goofy and Minnie Mouse (Fig.1).
2. Press the button on the Clubhouse tagger to get started.
3. Choose a game. Press to hear the game choices. Press when you hear the game you want to play.

Game #1: **MICKEY'S MOUSE-KE-TAG**  
 Game #2: **GROUP MOUSE-KE-TAG**  
 Game #3: **TREASURE HUNT (2 players)**  
 Game #4: **MEMORY MOUSE-KE-TAG**



Fig. 1

## MICKEY'S MOUSE-KE-TAG

### SETTING UP

1. Choose your level. Press to hear the levels. Press when you hear the level you want to play.

Level 1: Get warmed up. Listen for the names of the Mouse-ke-friends.  
 Level 2: Not too tough. Mouse-ke-friend names and voices!  
 Level 3: Getting tricky! Names, sounds, and colors.  
 Level 4: Harder still! Letters are added to the mix.

2. Spread the four Mouse-ke-friends out on the floor: Mickey Mouse, Donald Duck, Goofy and Minnie Mouse. Make sure they're on a flat surface and standing upright (Fig. 2).



Fig. 2

### PLAYING

1. Tag any Mouse-ke-friend with the Clubhouse tagger to start. Make sure the Clubhouse covers the Mouse-ke-friend completely.
2. Listen for the clues. If you hear the name "Donald Duck," tag Donald Duck with the Clubhouse. If you hear "Who says 'Meeska Mooska Mickey Mouse!'", tag Mickey Mouse.
3. At the end of your turn, listen for your time. See if you can beat it the next time you play!

In **Group Mouse-ke-TAG**, when you hear "Pass me!" the player holding the Clubhouse tagger passes it to the next player.

## BONUS GAME! TREASURE HUNT

Hide the Mouse-ke-Friends, then find and tag them with the Clubhouse!

### SETTING UP

Player 2 hides the Mouse-ke-friends around the house.

### PLAYING

- Player 1 counts with the Clubhouse and closes his or her eyes.
- When you hear, "Ready or not, here we come," find and tag the Mouse-ke-friend that is called out. If you find a Mouse-ke-friend that wasn't called out, don't tag it. Just remember where it is so you can come back to it later.
- When you find all four Mouse-ke-friends, listen for your time. See if you can find the Mouse-ke-friends even faster the next time you play! Now it's your turn to hide the Mouse-ke-friends for player 2.

## BONUS GAME! MEMORY MOUSE-KE-TAG

Listen for the sequence, and then tag the Mouse-ke-friends in the right order!

### SETTING UP

1. Choose your level. Press to hear the levels. Press when you hear the level you want to play.

Level 1: Get warmed up. Listen to the names of the Mouse-ke-friends.  
 Level 2: Not too tough. Mouse-ke-friend names and voices!  
 Level 3: Getting tricky! Names, sounds, and colors.  
 Level 4: Harder still! Letters are added to the mix.

2. Spread the four Mouse-ke-friends out on the floor: Mickey Mouse, Donald Duck, Goofy and Minnie Mouse. Make sure they're on a flat surface and standing upright.

### PLAYING

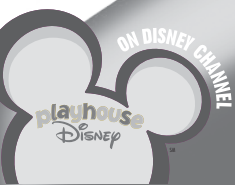
Listen as a sequence of Mouse-ke-friends is called out. When it's finished, repeat the sequence by tagging each of the Mouse-ke-friends in order. The sequence will start with one Mouse-ke-friend (example: "Mickey Mouse!") and add another after each turn (example: "Mickey Mouse!", "Minnie Mouse!"). When you finish the sequence, you win!



**3+ | 1-6 players**  
 46102

Requires 3 AA (LR06) batteries, not included.

Important: Please save this instruction sheet. It contains valuable product information.



**MICKEY MOUSE CLUBHOUSE**





# Mickey's Mouse-ke-TAG™

Run-around fun with Mickey and friends!

## BATTERY SAFETY INFORMATION

- Requires 3 AA (LRO6) batteries, not included.
- Only adults should install and replace batteries.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- The supply terminals are not to be short circuited.
- Do not mix different types of batteries.
- Do not mix old and new batteries.
- Only the batteries of the same or equivalent type recommended to be used.
- Do not dispose batteries in a fire; they may explode.
- Dispose of batteries safely.

## ATTENTION ADULTS: TO REPLACE BATTERIES

1. Use a small Phillips head screwdriver to loosen the screw on the battery compartment (Fig. 1). Remove **BATTERY**

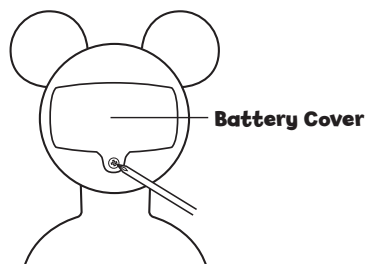


Fig. 1

## COVER.

2. Pull **BATTERY RIBBON** firmly to pop out all 3 exhausted batteries.
3. Place battery ribbon across bottom of battery compartment as shown (Fig. 2).

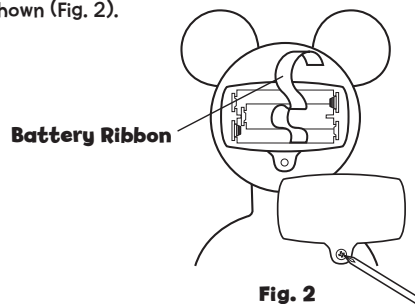


Fig. 2

4. Place 1 fresh, new AA battery in the bottom of the compartment with the positive (+) end pointing down as shown (Fig. 3). **SNAP BATTERY IN FIRMLY.**

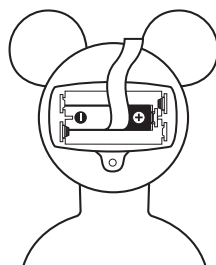


Fig. 3

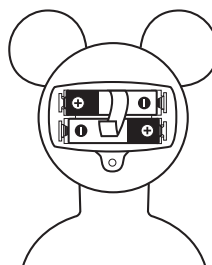


Fig. 4

5. Fold ribbon back over first battery as shown (Fig. 3).
6. Place 2 AA batteries in the remaining 2 battery holders, on top of ribbon, with each battery pointing in the direction shown (Fig. 4).

**IMPORTANT:** Observe battery polarity (+ and -)

7. Replace battery cover, making sure end of ribbon is tucked neatly inside. Tighten screw.

**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.

FCC ID N3EMOUSEKETAG46102

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.

**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 unit 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 unit 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 unit does cause harmful interference to radio or television reception, which can be determined by turning the unit 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 unit and receiver.
- Connect the unit 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.

**MICKEY'S MOUSE-KE-TAG 46102-4000 PS 02/09**

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT  
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