Think... before you blink!

Jitterz™

Ages 7+
for 2 to 4 players
**Buttons**

**POWER**—To turn the unit ON/OFF

**GAME**—Choose between Game 1—a 5-minute game and Game 2—a 10-minute game

**VOLUME**—adjusts the volume for two settings (high/low)

**REPEAT**—Press this button to repeat the last question

**PLAYER PADS 1–4**—Players rest their hands on these pads during the game, and LIFT UP, or remove, their hands from the spot to answer questions.

**RESET**—There is a small reset button on the bottom of the unit. Press this button to reset the game if an error occurs.
Installing and Replacing the Batteries:

Requires: Phillips screwdriver
3 AA Batteries

Batteries should be installed or replaced by an adult. Jitterz™ requires 3 AA batteries (not included). The battery compartment is located on the bottom of the control unit (on the reverse side of the mat). To install batteries, first undo the screws (using a Phillips screwdriver) and remove the battery-compartment door. Install batteries as indicated inside the compartment. (See back of guide for additional notes on proper battery care.)

Operating Jitterz™ with the adapter

With the optional AC Adapter, JITTERZ can run without batteries. Follow these steps for using the adapter with your JITTERZ unit:

1. Plug the end of the adapter cord into the AC adapter jack located on the side of the JITTERZ unit, as indicated in the product diagram.
   - The JITTERZ unit must only be used with the recommended AC adapter (LER 6989). Adapters are available at www.learningresources.com.
   - The AC adapter should be examined regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, do not use the AC adapter until the damage has been repaired.
   - Disconnect the JITTERZ unit from the AC adapter before cleaning.
   - The AC adapter is not a toy.

2. Carefully plug the adapter body into an electrical outlet.
   - The JITTERZ unit must not be connected to more than the recommended number of power supplies.
   - JITTERZ is not suitable for children under three (3) years of age.
HOW TO PLAY JITTERZ™

Players
2–4 players can play.

Object
Think fast and answer questions to score points. The player with the most points at the end of the game wins!

Getting Started
Before using Jitterz for the first time, install 3 AA batteries, or attach the adapter (see page 3 for instructions).

• To get started, press the POWER button. Now press the GAME button to choose between Game 1—a 5-minute game, or twice for Game 2—a 10-minute game.

• All players should place a hand on their numbered player pads to register. The pad number is your player number throughout the game.

• Now, the game will call out each player by number (1, 2, 3, or 4).

• Keep your hands in place! When all players are registered, you will hear a countdown (5, 4, ...) and the game will begin.

• Keep your hands down on your player pad, and listen closely as JITTERZ asks a question (see question types below).

• Once the question (and any answers) is heard, you must think and react quickly. Some questions may require you to raise your hand when you hear the correct answer; others may require you to keep your hands steady. Don’t flinch—the wrong move can be costly! Only correct responses are awarded points. An incorrect response will get you bounced out until the next question.

Note: The flashing red light above your player pad indicates an incorrect response.

Question Types
To keep you on your toes, Jitterz asks different question types during the game. Be sure to listen carefully!

1. “WHICH ONE?”—Jitterz asks the question, and then reads off three possible answers. Be the first player to raise your hand when you hear the correct answer. But pay attention—sometimes the questions can be tricky!
2. “THIS OR THAT”—How fast can you think? Jitterz will name two categories (“Fish or Insect”), and then call out something that fits into one of those categories. Listen closely and raise your hand when you hear the correct answer.

3. “TRUE OR FALSE?”—This mode asks all players a question, and then reads off an answer. Players listen carefully to the question and answer, and raise your hands off of the sensor if the answer is TRUE. If the answer is false, you keep your hands in place.

4. “LISTEN UP!”—This question is directed at all players, and requires very close attention. Jitterz will ask you to raise your hand when you hear a particular sound, and then it will play a series of different sounds. When you hear the right sound, be the first player to raise your hand.

Halftime
Each game has a halftime break. Jitterz will give you a chance to take a breather, and give an update on the current score. Relax and get ready for the second half of the game!

Scoring
   a. Correct answers are awarded 100 points.
   b. Not so fast! The wrong answer will cost you 100 points.

Winning the Game
The player with the most points at the end of the game is the winner. To play again, press the game button to start a new game.

Auto Shut Off
Jitterz will automatically power down after 3 minutes of no input.
Battery Care and Maintenance Tips:

- Use 3 AA batteries only.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer’s instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Insert batteries with the correct polarity.
- Do not recharge non-rechargeable batteries.
- Charge rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the toy before charging.
- Only use batteries of the same or equivalent type.
- Do not short-circuit the supply terminals.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- Wipe the surface with a dry cloth.
- Do not mix new and used batteries.
- Please retain these instructions for future reference.

This toy is not intended for children under 3 years old.
Use only with the recommended adapter.
The recommended transformer is not a toy.
Disconnect the toy from the transformer before cleaning the toy with liquid.
Examine the transformer regularly for damage to cord, plug, enclosure, and other parts. In the event of damage, the toy must not be used with the transformer until the damage has received authorized repair or the transformer has been replaced.
Information to User:

NOTE: This equipment has been tested and found to comply within 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 experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the party for compliance could void the user’s authority to operate the equipment.

IMPORTANT INFORMATION:

MAX. 3.6V D.C. 300mA

• The toy is not intended for children under 3 years old.
• The toy must only be used with the recommended transformer.
• The transformer is not a toy.
• Disconnect toy from transformer before cleaning the toy with liquid.
• Examine the transformer regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, the toy must not be used with this transformer until the damage has been repaired.
Check out Learning Resources® for additional electronic products:
LER 6962  Got It!™
LER 6970  Number Knockout™