

- Age: 2+
- Number of players: 1
- Contents: 1 wonderpen, 12 large cards

Learn about ...

# shapes & colours

Light on? Well done!

With Electro 'Learn about shapes & colours' children learn in a fun way to observe, make connections and remember. What does a monkey eat and where do penguins live? Learn about baby animals, species, shapes, colours and so much more! Playing stimulates the development and curiosity of a child. Fun for now, handy for later.

• **How to play?**

1. Choose a card and read the question.
2. Do you know the answer? Touch the black answer dot with the tip of the pen. Keep the pen upright and gently press the point.
3. If the answer is correct, you will hear a sound and the light will go on. No light or sound? Try again! Sometimes more than one answer can be right.



ELECTRO<sup>®</sup>

**BATTERIES:** The wonderpen works on 2x 1.5V AG13 (LR44) batteries. Unscrew the battery holder to replace the batteries once they run down.

**UK** Please refer to the packaging of the batteries you have bought, for instructions and safety warnings. If the batteries run down, unscrew the panel of the back. Insert new batteries (**2x 1.5V AG3 (LR41)**) and replace the lid. Please ensure the + end is on the correct side of the holder.

**WARNING:**

- Do not attempt to recharge non-rechargeable batteries.
- Remove rechargeable batteries from the game before being charged.
- Only recharge rechargeable batteries under adult supervision.
- Do not mix different battery types, or new and used batteries together.
- Only use batteries of the type mentioned in the rules.
- Always remove batteries when they are exhausted.
- Do NOT short-circuit the supply terminals under any circumstances.
- Batteries not included.



**UK WARNING:** Please remove all plastic tags, ties, and any other protective elements which do not make up part of the toy, before giving it to the child. Please retain information for future reference.

