

GALAR

FIRST PARTNER

**Sobble****TYPE** WATER

HEIGHT 1'00" (0.3 m)

WEIGHT 8.8 lbs (4.0 kg)

EVOLUTION

SOBBLE > ARROZARD > INTELON

GALAR**Thwackey****TYPE** GRASS

HEIGHT 2'04" (0.7 m)

WEIGHT 30.9 lbs (14.0 kg)

EVOLUTION

GROOKEY > THWACKY > RILLBOOM

GALAR**Zacian****TYPE** FAIRY - STEEL

HEIGHT 9'02" (2.8 m)

WEIGHT 242.5 lbs (110.0 kg)

EVOLUTION

DOES NOT EVOLVE

GALAR**Zamazenta****TYPE** FIGHTING - STEEL

HEIGHT 9'6" (2.9 m)

WEIGHT 463.0 lbs (210.0 kg)

EVOLUTION

DOES NOT EVOLVE

BATTERY INSTRUCTIONS

Keep these instructions handy for future reference.

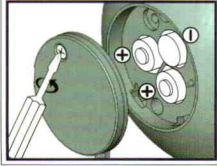
Please follow the guidelines below to avoid damaging the pad:

- Store the toy in a dry place, keep out of direct sunlight and away from heat source.
- Do not disassemble the toy in any way.
- Keep the toy clean by wiping it with a slightly damp cloth.
- Remove the batteries when the toy will not be in use for an extended period of time.

BATTERY INSTALLATION

Using a Phillips/cross-head screwdriver (not included), loosen the screws in the battery compartment cover (screws stay attached to cover). Remove the cover, insert 3 x 1.5V "AAA" size batteries. Replace cover and tighten screws.

The batteries provided with this toy are only sufficient to enable testing in store. They are not long-life batteries. To ensure optimal performance we recommend the exclusive use of alkaline batteries. Rechargeable batteries are not recommended as they do not provide adequate power. Only batteries specified for this product should be used. It avoids become slow or distorted; replace the batteries.

**Requires 3 x AAA Batteries. (Demonstration Batteries Included).**

- Alkaline batteries recommended.
- Active/usable batteries must only be inserted under adult supervision.
- Non-rechargeable batteries must be removed from the toy before recharging.
- Non-rechargeable batteries must not be recharged.
- Different types of batteries, or new and used batteries must not be mixed.
- Only 1 piece of the same or equivalent type as recommended should be used.
- Batteries should be replaced by an adult.
- Batteries must be inserted following the correct polarity.
- Rechargeable batteries should be removed from the product.
- The supply terminals must not be short-circuited.
- Batteries should be removed from the product when not in use.
- Do not dispose of batteries in the fire.
- Batteries supplied with this demonstration purpose only and may require replacing within a short period of time.

**BATTERY RECYCLING INFORMATION**

Help the environment by disposing of batteries responsibly. This wheeled bin symbol indicates that batteries must not be disposed of in domestic waste as they contain substances which can be damaging to the environment and health. Please return exhausted batteries from the product and use designated collection points or recycling facilities when disposing of batteries.

Pb (Lead is more than 0.004%)

RECYCLING OUR PRODUCTSAll our product and packaging is designed with easy and safe recycling in mind. For information on the National Recycling Strategy and the recycling logo on this pad, or product please visit - www.Recycle-More.co.uk - where you will find the answers to your UK recycling questions.**WARNING CHOKING HAZARD.**Not suitable for children under 36 months. Choking hazard (small parts). Please remove all packaging attachments before giving this product to a child. Please use discretion if making purchases for children younger than the age recommended on this package. At the end of the useful life of this product do not dispose of it in the general waste. Children should be supervised when using this product. Please refer to the collection point for the recovery and recycling of electrified electronic equipment. Product specifications, colour and contents may vary from those illustrated. **IMPORTANT:** Please retain packaging instructions and purchase details for future reference as they contain important information.**WARNING:** This toy produces flashes that may trigger epilepsy in sensitized individuals.**Item: POKEMON TRAINER GUESS LEGACY EDITION Team: Team Rocket Age Grade: 6 years plus****CEUK**Imported by:
Character Online Ltd.
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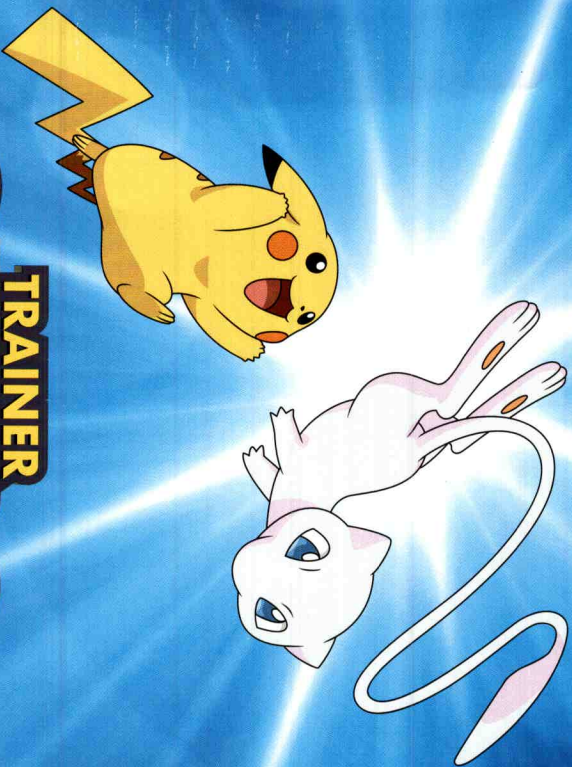
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POKÉMON™

6+

Trainer Field Guide



TRAINER GUESSES

Legacy Edition

Think of a Pokémon, I'll Guess It!

Hello trainer! Are you ready for your Pokémon journey?

TRAINER GUESS is an amazing guessing game that lets you collect Pokémon. Think of a Pokémon, and the game will try to guess it by asking you questions. If **TRAINER GUESS** guesses it right, the Pokémon will be added to your electronic collection!

BEFORE YOU START:

Check if there are already any Pokémon in your collection (using the instructions from the **CHECKING YOUR COLLECTION** paragraph). If this is the case, you can start a brand new collection by resetting the game.

RESET YOUR COLLECTION:

With adult supervision, use a screwdriver (not included) to open the Poké Ball battery compartment. Then, press and hold the Poké Ball's button. Keep holding it down while you close the battery compartment again and wait to hear "We Now Have 0 Pokémon." before releasing the button. Your collection has now been reset.

HOW TO PLAY WITH TRAINER GUESS:

Press the Poké Ball's button to turn it on. The Poké Ball will talk to you and ask you to think of a Pokémon.

Say "OK" in a clear voice when you've thought of a Pokémon and are ready to play.

TRAINER GUESS will ask you several questions in order to guess the Pokémon you've chosen. You can answer with:

- "YES"
- "NO"
- "I DON'T KNOW"
- "IT DEPENDS"

If you didn't hear the question, you can ask the Poké Ball to repeat it by saying: "SAY IT AGAIN".

If you want to change your previous answer, you can ask the Poké Ball to go back by saying: "GO BACK", when the Poké Ball is silent.

The Poké Ball will then go back and ask you the previous question again. You can go back as far as the first question asked.

If you don't want to play anymore, press the Poké Ball's button to switch it off.

If the toy is left inactive for 60 seconds, it will switch itself off.

TRAINER FIELD GUIDE:

Your field guide will help you a lot during your journey. Use it to discover new Pokémon and learn more about them. In case you're not sure of an answer, check it in your field guide! Answering the Poké Ball's questions correctly will increase its chances of finding your Pokémon. And when a Pokémon is added to your electronic collection, don't forget to also check it off in your field guide.

CHECKING YOUR COLLECTION:

You can check your collection at anytime during the game by simply holding down the button for 2 seconds. The Poké Ball will then stop the guessing game and tell you how many Pokémon you have, how many are left, and it will even give you the list of all the Pokémon you've collected.