

THOSE CRAZY HURUS!

Madison Says: Hurus love to play, but we can get bored. If you ignore us, we'll go to sleep. You can wake us up by shaking us or bringing another Huru into the area. If you let us sleep too long, we power down all the way. That gives us a chance to rest and makes sure our batteries don't run out too soon!

Go To Sleep!

Sooner or later, you're going to want your Huru to quiet down and get some rest. Just say "Go to Sleep!" and your Huru will start sleeping (see below).

Never Mind

When you're talking to your Huru, you can sometimes get a little confused. If you're trying to tell your Huru you'd like to chat but it doesn't seem to understand, it's probably waiting for you to tell it something else (like the name of a game you want to play or how you want to be entertained). When that happens, remember that you can always say "never mind" to tell your Huru you want to start all over.

SLEEPING

Sometimes, Hurus like to close their eyes and get some sleep. There are several ways this can happen.

1. After a conversation between two or more Hurus, they'll go to sleep.
2. You can tell your Huru to "go to sleep" when you're giving it voice commands.
3. If nothing interesting is happening, your Huru will go to sleep after a few minutes.

When your Huru is asleep, you can wake it up by calling its name ("Hey, Chloe!") or by picking it up and shaking it.

Your Huru will also wake up if a new Huru enters the area and wants to start a conversation. This also happens if a sleeping Fluru in the area is turned off and then turned back on.

If a Huru sleeps for too long, it will power off totally in order to conserve battery power. Just hit the power button to start it up again!

result in heat generation, acid leakage, or explosion. This can cause injuries or damage your Huruhumi.

Note: When the batteries begin to lose their charge, your Huru will turn itself off.

TROUBLE SHOOTING

Hurus are pretty easy going and simple to operate. Of course, sometimes things can go wrong. When that happens, please review these possible solutions:

- **No face appears on my Huru's LCD screen - it's kinda creepy!**
 - Try moving the Huru closer together.
 - Usually, two Hurus can detect each other at a distance of about 4 or 5 feet, but local conditions can reduce that range.
 - Switch both Hurus off. Then turn them on one at a time as described earlier in this manual.
 - Outside interference can cause problems with Huru-to-Huru conversations. Sometimes you'll have to move to a new area or reposition the Hurus to eliminate the problem.
- **My Huru doesn't detect or talk to other Hurus - is it just shy?**
 - The batteries are low. Carefully replace them according to the instructions in this manual.
 - Press the reset button on the bottom of the Huru.

THE TECHNICAL STUFF

Before you can start up your Huru, you'll need to insert the batteries and do a few other simple things.

Battery Installation

Your Huru requires 3 type AAA batteries. Be sure to install and position them properly as shown in the diagram below.

Battery Warnings

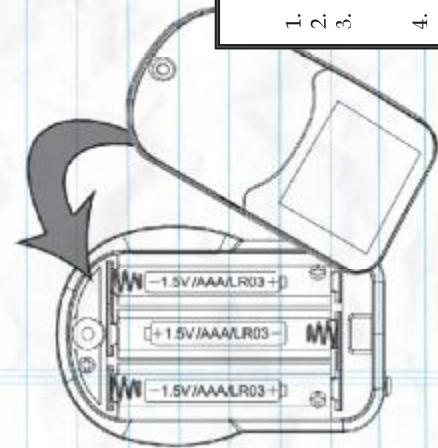
Remove batteries when your Huru will not be used for a long time. Battery installation should be supervised by an adult. Do not mix old and new batteries. Do not mix alkaline batteries with standard (carbon-zinc) or rechargeable batteries. Do not mix different brands of batteries. Only use batteries of the type recommended in this manual. Be sure to insert batteries with correct polarity. Remove exhausted batteries from the product. Be careful not to short circuit the supply terminals. Do not attempt to recharge non-rechargeable batteries. Remember: Improper use of batteries can

Sierra Says:

Hurus worry about the environment. We're happiest when you use high-quality rechargeable batteries to power us. Remember to keep one set charged and one in your Huru so you'll always have fresh batteries available! This will make your Huru - and the Earth! - lot's happier!

To Install or Replace Batteries

1. Remove the battery cover with a screwdriver.
2. Remove exhausted batteries and dispose of properly.
3. Replace with new batteries. Be sure the positive (+) and negative (-) ends of the batteries are facing the correct direction.
4. Replace the battery cover and tighten the screw.



NOTES

Veronica Says:

There's lots more to the world of Huru-Humi! Be sure to visit our website and use your special locker combination to log in. You'll find all kinds of exciting activities and information there. Plus, you'll get the chance to interact with other Gurus from around the world! What are you waiting for? Get online now and visit:

WWW.HURUHUMI.COM

30-Day Limited Warranty

Scenario warrants this product against defects in materials and/or workmanship under normal use for a period of THIRTY (30) DAYS from the date of purchase by the original purchaser ("Warranty Period"). If a defect arises and a valid claim is received within the Warranty Period, at its option Scenario will either 1) Repair the defect at no charge, using new or refurbished replacement parts; or 2) Replace the product with a new product that is at least functionally equivalent to the original product. A replacement product or part, including a user-installable part installed in accordance with instructions provided by Scenario, assumes the remaining warranty of the original product. When a product or part is exchanged, any replacement item becomes your property and the replaced item becomes Scenario's property.

Obtaining Service: To obtain warranty service, call Scenario at 1-888-337-0859. Please be prepared to describe the product that needs service and the nature of the problem. A purchase receipt will be required. All repairs and replacements must be authorized in advance. Service options, parts availability and response times will vary. You are responsible for delivery including the cost of delivery of the product or any parts to the authorized service center for replacements, per our instructions.

Limits and Exclusions: Coverage under this Limited Warranty is limited to the United States of America, including the District of Columbia and the U.S. Territories of Guam, Puerto Rico and U.S. Virgin Islands.

This Limited Warranty applies only to products manufactured by or for Scenario that can be identified by the Scenario trademark, trade name, or logo affixed to them or its packaging. The Limited Warranty does not apply to any non-Scenario products.

FCC Compliant

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.

This equipment 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 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 an experienced radio/TV technician for help.

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



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Questions, comments, or concerns?
E-mail: customerservice@scenario.com
HuruHumi, AFF, Artificial Friends Forever,
the HuruHumi logo, and other related indicia
are™ and © 2008 Scenario LLC. All Rights
Reserved. Patents pending.
This product meets
or exceeds ASTM standards.

Made in China

BILL &
KATHY 7

XOXO
XOXO

XOXO
XOXO



Brandy's Guide to Chatting With Your Huru!

Hey, Brandy!

Let your Huru know you want to talk by saying "Hey, Brandy" or Jake, or whoever!



Your Huru will let you know it heard you and ask what you want to do. If it doesn't, then it didn't hear you. Read Jake's tips on Page 5 for the 411 on trouble shooting!

Next, just tell your Huru what you want it to do! Here are your choices!

Let's chat!

or

Talk to me!

or

Make me laugh!

or

Let's play!

or

Go to Sleep!

Your Huru will let you know it heard and ask you to pick a topic or activity!

Your Huru will say good bye!



Each of the above activities has several choices!
Just tell your Huru which one you want to try this time!

Then your Huru goes to sleep!

How are you?

or

What makes you happy?

or

What burns you out?

or

Tell me about yourself!

or

Never mind!

How do you feel?

or

...life!

or

...feelings!

or

...style!

or

...people!

or

Never mind!

Tell me a joke!

or

Be funny!

or

Make faces!

or

Gross me out!

or

You decide!

or

Never mind!

Staring contest!

or

Face Fight!

or

Funny Faces!

or

Guess the number!

or

You decide!

or

Never mind!

Hurus
know
lots of
phrases!
Try them
all!

After your Huru finishes doing what you asked it to,
it listens for your next command! Chat? Talk? Play? It's up to you!