

Keep these instructions for future reference as they contain important information

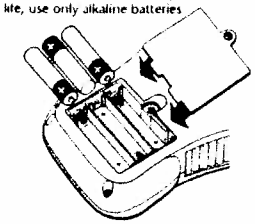
GAME CONTENTS:
1 *Nightmare Unleashed* ™ Adventure Deck™ (79 Cards)
1 *Nightmare Unleashed* ™ Adventure Key™
10 Secret Cards
1 Electronic Game Unit (EGU)

INTRODUCTION
Tangled Tales ™ is different from most other games you've played. Instead of competing against opposing players, this game lets you shape a story in which you are the hero! As you read through the story cards in the Adventure Deck™, you will be presented with choices. Enter the code for your choice into the Electronic Game Unit (EGU), and the EGU will tell you which card to read next. You change the story with every choice you make!

OBJECT
Read through the Adventure Deck™ and find the "win" ending by entering the right story choices into the EGU.

REPLACING BATTERIES
Batteries included are for sales demonstration only. For optimal game performance replace with new batteries.

1. The EGU requires 3 AAA batteries.
2. Open the battery compartment door on the back of the EGU by using a Phillips head screwdriver [not included].
3. Insert batteries as shown.
4. Close the battery compartment and replace the screw.
5. For longer life, use only alkaline batteries.



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GETTING STARTED
To exit demo mode and start playing, remove the plastic tab by pulling it from the side of the EGU.



Remove the plastic tab to exit demo mode

Press any button to wake the game from sleep mode **(the game automatically enters sleep mode when not in use - there is no On/Off Switch)**

ELECTRONIC GAME UNIT (EGU)

1. Adventure Key™ – insert into EGU to "open" the story. Every Adventure Deck ™ comes with its own plastic Adventure Key ™ that contains sound effects, narration and choice symbols unique to that deck.

2. Storage Compartment – slides open to store 1 Adventure Deck™ (leave the stored deck's Adventure Key™ inserted in the EGU)

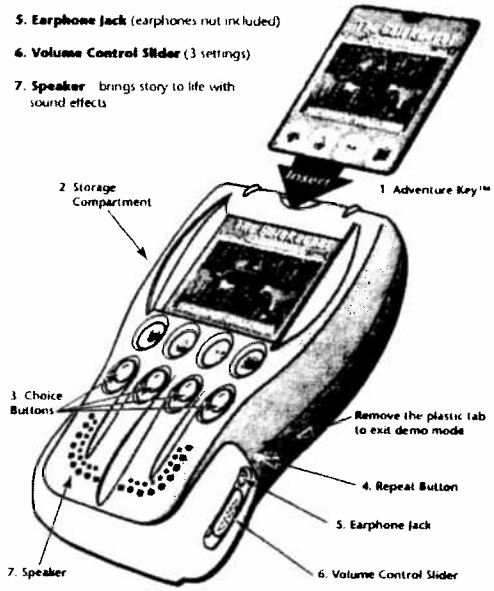
3. Choice Buttons – input your story decisions

4. Repeat Button – repeat the last sounds heard

5. Earphone Jack (earphones not included)

6. Volume Control Slider (3 settings)

7. Speaker – brings story to life with sound effects



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GAME PLAY

1. Slide the Adventure Key™ into the slot on top of the EGU until it snaps into place – the illustrations should be visible through the windows on the front of the EGU. DO NOT FORCE THE ADVENTURE KEY ™ INTO THE EGU. If inserted properly, audio confirmation will occur (the type of audio—music, tone, command, etc.—will vary from one Adventure Key ™ to another). Once the Adventure Key™ is in place, you are ready to play the matching deck.

NOTE: IF THE ADVENTURE KEY™ IS REMOVED FOR ANY REASON, YOUR CURRENT POSITION IN THAT GAME WILL BE LOST AND YOU WILL HAVE TO START OVER. YOU SHOULD KEEP THE ADVENTURE KEY™ IN THE EGU UNTIL EACH STORY IS SUCCESSFULLY COMPLETED.

2. After inserting the Adventure Key™ in the EGU, take the matching Adventure Deck ™ (the deck's card backs will feature the same artwork as the Adventure Key™). Make sure the cards are in order from 1-79. DO NOT SHUFFLE THESE CARDS, AND DO NOT MIX THEM WITH CARDS FROM OTHER ADVENTURE DECKS.

3. For optimum game play, lay the cards face down (numbered backs showing) side-by-side from 1 to 79. Four rows of 16 and 1 row of 15 are a good arrangement. You will turn cards face-up as the EGU directs you to read them.

4. Turn over Card #1 and read the beginning of the story. At the bottom of the card you will be presented with several choices. Decide which choice you want to make, then enter the appropriate code into the EGU, pressing the buttons below the corresponding symbols. The EGU will tell you which card to read next.

5. Play continues this way – turning over the cards that the EGU directs you to read and then entering the appropriate choice codes—until you reach an ENDING. If you reach the VICTORY ending, the EGU will congratulate you on a job well done. However, if your adventure reaches a FAILED ending, you will be instructed to return to Card #1 and try again.

6. To begin again, turn all cards face down, making sure they are still in numerical order, then flip Card #1 face up and resume playing from there.

7. If at any time during the game you have forgotten the last command or sound effects you heard, press the **repeat button** on the side of the EGU. The last sound sequence the EGU played will be repeated.

8. If you stop playing in the middle of an adventure, the EGU will remember your place; simply start playing again wherever you left off (press the **repeat button** if you forgot where you were). If you want to re-start the current game before you reach an ending, remove then re-insert the Adventure Key™. This erases the current game and takes you back to Card #1.

NOTE: Only Adventure Key ™ removal, battery failure or battery removal will erase the EGU's memory of your progress in the current game.

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cards" that are included with the first three chapters as follows:

Chapter 1: *Nightmare Unleashed*™ (Starter Set)—includes Cards 1-9 of Chapter 4
Chapter 2: *The Dungeon of Havenrock*™ (Adventure Deck™)—includes Cards 10-44 of Chapter 4
Chapter 3: *Pirates of the Black Grotto*™ (Adventure Deck™)—includes Cards 45-79 of Chapter 4

You will need to collect **all** of the secret cards from Chapters 1-3 to build Chapter 4 and see how *The Gatekeeper Chronicles*™ end.

As you collect them, you should store the cards for Chapter 4 in the Starter Set—its storage tray has been designed to hold complete decks for both Chapter 1 and Chapter 4.

Unlocking the Secret Chapter
You do not need to play Chapters 1-3 in order, but the story will make more sense if you do so; **however, you will not be able to play Chapter 4 until you unlock it by successfully finishing Chapters 1-3.**

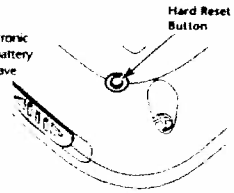
Whenever you reach the VICTORY ending in Chapters 1, 2 and 3, the EGU will store this information (VICTORY information will only be lost in the case of battery failure or battery removal—if that happens, you will need to replay any previously completed chapters).

Once the EGU knows that you have successfully completed Chapters 1-3, it will state, "You've unlocked the Secret Chapter!" At that point, insert *The Gatekeeper Chronicles*™ **Adventure Key™ #1** into the EGU and follow the prompts to open Chapter 4.

Until the EGU says that you've unlocked the Secret Chapter, you should leave all of the secret cards sealed. If you open them before you are ready to play, you might ruin the ending of the story for yourself.

TROUBLESHOOTING

1. If the Tangled Tales™ EGU exhibits electronic irregularities during gameplay, check the battery compartment to verify that the batteries have been inserted correctly. If so, then have an adult press the **HARD RESET BUTTON** by inserting the end of a paperclip or the tip of a pen into the small hole on the back of the EGU. If the EGU still acts irregularly, replace the batteries.



In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard [carbon-zinc], or rechargeable [nickel cadmium] batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of in a fire as batteries may explode or leak.

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.
Mattel Inc.
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(800) 524-TOYS
NOTE: Changes or modifications not expressively approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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