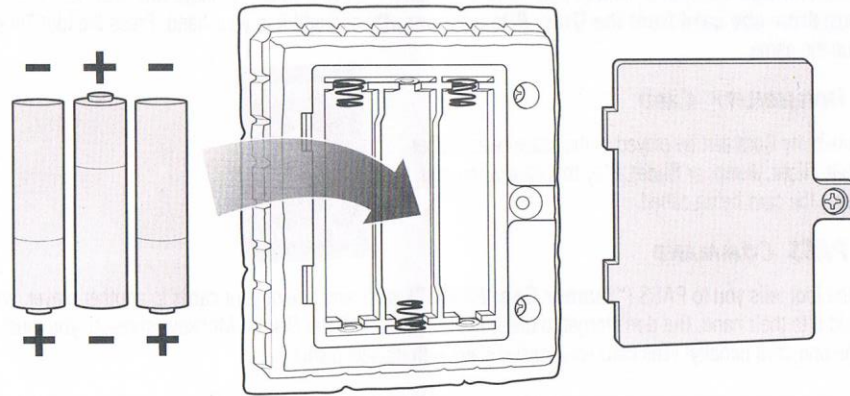


## BATTERY REMOVAL AND INSTALLATION INSTRUCTIONS



- 1 Open the battery door with a screwdriver (not included).
- 2 If used or spent batteries are present, remove these batteries from the unit by pulling up on one end of each battery. Install 3 new AAA (LR03) batteries as shown in the polarity diagram (+/-) inside the battery compartment.
- 3 Replace battery door securely. Check your local laws and regulations for correct recycling and/or battery disposal.

**Trouble Shooting:** If normal function of the product is disturbed or interrupted, strong electro-magnetic interference may be causing the issue. To reset product, turn it completely off, then turn it back on. If normal operation does not resume, move the product to another location and try again. To ensure normal performance, change the batteries, as low batteries may not allow full function.

### Battery Safety Information

- Requires 3 AAA (LR03) alkaline batteries (not included).
- Batteries are small objects.
- Replacement of batteries must be done by adults.
- Follow the polarity (+/-) diagram in the battery compartment.
- Promptly remove dead batteries from the toy.
- Dispose of used batteries properly.
- Remove batteries for prolonged storage.
- Only batteries of the same or equivalent type as recommended are to be used.
- DO NOT incinerate used batteries.
- DO NOT dispose of batteries in fire, as batteries may

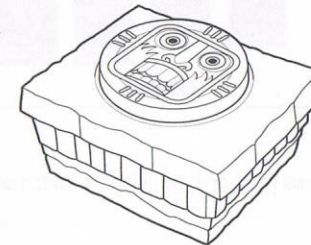


Requires 3 AAA (LR03) batteries not included. Batteries must be recycled or disposed of properly. When this product has reached the end of its useful life it should not be disposed of with other

household waste. The Waste Electrical and Electronic Equipment Regulations require it to be separately collected so that it can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The "wheelie bin" symbol



## CONTENTS



ELECTRONIC IDOL TIMER



4 RUNNER CARDS



11 LEFT



11 RIGHT



11 JUMP



11 SLIDE



12 INVISIBILITY

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SPIN MASTER LTD., 450 FRONT STREET WEST, TORONTO, ON M5V 1B6 CANADA.

Customer Service / Service Clientèle 1-800-622-8339

[www.spinmaster.com](http://www.spinmaster.com)

[customercare@spinmaster.com](mailto:customercare@spinmaster.com)

Spin Master, Inc., PMB #10053, 300 International Drive, Suite 100, Williamsville, NY 14221.

Spin Master International, S.A.R.L., 16 Avenue Pasteur, L-2310, Luxembourg.



## SET UP

**1** Separate the 4 Runner Cards from the Action Cards.



**2** Each player selects a Runner Card and lays it down in front of them to remind them of their Runner Number. In a two-player game, choose from Runners 1 and 2. In a three-player game, choose from Runners 1, 2 and 3.

**3** Shuffle the Action cards and deal them out as follows:

- ◆ For a Two- or Three-Player game: Deal 12 cards to each player
- ◆ For a Four-Player game: Deal 10 cards to each player

**4** Each player lays down their cards in front of them, **face up** on the table. You may organize your cards any way you please. See Fig. 1.

**5** Place the remaining cards face down in a stack to form a Draw Pile. Leave room for a Discard Pile. See Fig. 1.

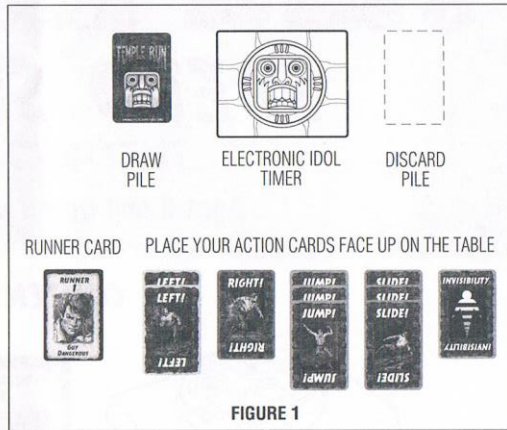
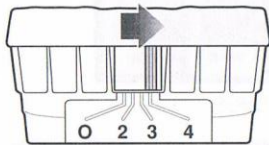


FIGURE 1



**6** Select the number of players (2, 3, or 4) by using the switch on the side of the Idol Timer.

**7** Place the Idol Timer in the center of the table. The Idol will tell you to press the button to begin the game. See Fig. 1 above.

## OBJECT

Be the first player to get rid of your cards.

## HOW TO PLAY

Press the Idol Timer to begin. The Idol will announce a Runner Number and a card that Runner must play: Left, Right, Jump, or Slide.

For example, if the Idol calls out:

**“Runner Three: JUMP!”**

Runner Three must discard a JUMP card.



**2. Play Your Card**

## IF YOU HEAR THE DEMON MONKEYS SCREECH

If you don't have the announced card to play, or take too long, the Evil Demon Monkeys will “SCREECH!”. You must **draw one card from the Draw Pile as a penalty** and add it to your hand. Press the Idol Timer to continue the game.

## THE INVISIBILITY CARD

The Invisibility Card can be played in the place of any other card (Left, Right, Jump, or Slide). Play this card when you don't have the card being called.

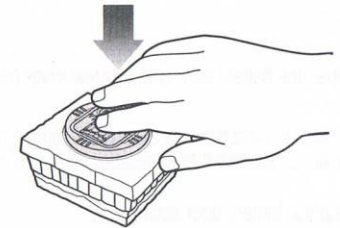


## THE PASS COMMAND

When the Idol tells you to PASS (“Runner One: PASS!”), pass any one of your cards to another player, who must add it to their hand. But don't forget to press the Idol button! If the Demon Monkeys screech, you must draw the one-card penalty! (The card you passed stays with its new owner.)

## PLAYING THE WRONG CARD

If at any time a player discards the wrong card and presses the Idol timer, you may pause the game by pressing and **HOLDING DOWN the Idol Timer**. That player must take back the discarded card and draw the one-card penalty. Press the Idol Timer a second time to restart the game.



Press & hold the timer to pause. Press again to continue.

## WINNING

The first player to get rid of all of their cards wins!

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 Class B digital devices 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 instruction, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful: -- reorient or relocate the receiving antenna -- increase the separation between the toy and the radio or the tv -- consult the dealer or an experienced tv-radio technician for help.

Note: changes, adjustments or modifications to this unit, including but not limited to, replacement of any transmitter component (crystal, semiconductor, etc.) could result in a violation of FCC rules under part 15 and/or 95 and must be expressly approved by Spin Master Ltd., or they could void the user's authority to operate the equipment.