

**vtech**<sup>®</sup>

User's Manual

# Learning Time Cuckoo Clock™



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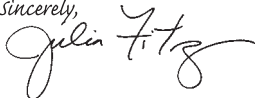
Dear Parent,

At **VTech**<sup>®</sup>, we know how important the first day of school is for your child. To help prepare preschoolers for this important event, **VTech**<sup>®</sup> has developed the **Preschool Learning**<sup>™</sup> series of interactive toys.

**Preschool Learning**<sup>™</sup> features fun characters and inviting school themes that use technology to capture a child's attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that's both fun and highly engaging to maintain a child's interest. Children will also be introduced to fun school subjects such as art class, music class and even recess! With **Preschool Learning**<sup>™</sup>, learning is fun from day one!

At **VTech**<sup>®</sup>, we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. We thank you for trusting **VTech**<sup>®</sup> with the important job of helping your child learn and grow!

Sincerely,

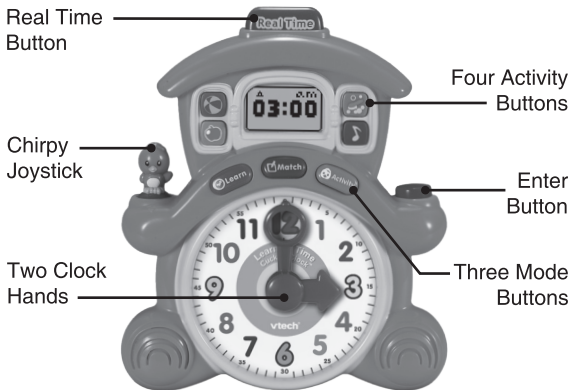


Julia Fitzgerald  
Vice President, Marketing  
VTech Electronics, NA

To learn more about **Preschool Learning**<sup>™</sup> and other **VTech**<sup>®</sup> toys, visit [www.vtechkids.com](http://www.vtechkids.com)

# INTRODUCTION

Thank you for purchasing the **VTech® Learning Time Cuckoo Clock™!** The **Learning Time Cuckoo Clock™** introduces time telling and age-appropriate curriculum in a fun and engaging way. Chirpy, your very own cuckoo bird, teaches basic time telling skills and daily planning concepts through playful animations. Cheerful music and fun pet games add to the enjoyment and allow learning and fun on the go!



## INCLUDED IN THIS PACKAGE

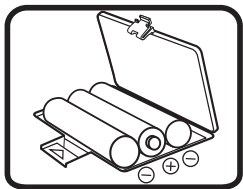
- One **VTech® Learning Time Cuckoo Clock™** learning toy
- One instruction manual

**WARNING:** All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

# GETTING STARTED

## BATTERY INSTALLATION

1. Install 3 new 'AA' (AM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
2. Replace the battery cover.



## NOTES:

As this product features a growing virtual pet, there is a saving mode available to allow you to save Chirpy's current growth status when the battery is low. Please follow the instructions below to change batteries without memory loss:

1. We do not recommend changing the batteries until the "low battery" indicator appears on the screen as all current data will otherwise be lost.
2. Once the "low battery" indicator appears, it will flash four times, and then the LCD screen will go blank. This is your sign that the data has been safely stored away. You can now change the batteries. Do it as soon as possible to avoid memory loss.
3. If you have successfully preserved the data, the screen will be blank after putting the new batteries in. Press any button on the clock to activate it and resume play.
4. Once the power drops below a certain level, the "low battery" icon will no longer appear. The unit will turn-off, and all data will be lost. So please replace the batteries soon after seeing the indicator to prevent this.



## BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.

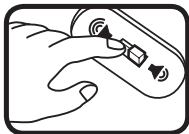
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time.
- Always remove exhausted batteries from the equipment.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

**WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.**

## PRODUCT FEATURES

### 1. VOLUME CONTROL SWITCH

To adjust the volume, slide the **Volume Control Switch** at the back of the unit to the left for low volume ( (🔊) ) or to the right for high volume ( (🔊) ).



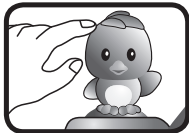
### 2. REAL TIME BUTTON

Press the **Real Time** button to enter clock mode and hear the current time. Press it again to see today's date.



### 3. CHIRPY JOYSTICK

Move the **Chirpy Joystick** to enter play mode. You'll also use it to scroll through any menus and choices, and to control Chirpy in some of the games.



#### 4. CLOCK HANDS

Turn the **Clock Hands** to learn how to tell the time.



#### 5. ENTER BUTTON

Press the **Enter** button to hear the current time or to confirm your choice in the menus and games.



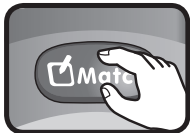
#### 6. LEARN BUTTON

Press the **Learn** button to enter Learning Mode.



#### 7. MATCH BUTTON

Press the **Match** button to enter Matching Mode.



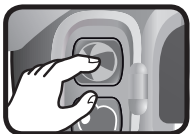
#### 8. ACTIVITY BUTTON

Press the **Activity** button to enter Activity Mode.



#### 9. BALL BUTTON

Press the **Ball** button to play games with Chirpy.



## 10. BATH BUTTON

Press the **Bath** button to give Chirpy a bath.



## 11. APPLE BUTTON

Press the **Apple** button to feed Chirpy.



## 12. MUSIC BUTTON

Press the **Music** button to sing with Chirpy and play musical games.




## 13. BIRTHDAY AND CLOCK SETTING

Hold down the **Learn** button and press the **Real Time** button to enter the birthday and clock setting menu.






Press the **Real Time** button again to exit this menu.

### TO SET THE TIME AND DATE:

Select the clock icon  by moving the **Chirpy Joystick** and press the **Enter** button to confirm.

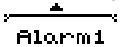
The date and time will appear in the following order: year/month/day/time. Move the **Joystick** right to go up in number and left to go down in number. Press **Enter** to select. The setting will automatically advance to the next step. Once you have finished the last step (am/pm setting), you will automatically return to the clock setting menu. If you make a mistake, you will have to enter the clock setting again and go through all the steps to correct it.

## TO SET THE BIRTHDAY GREETING:

Select the cake icon  by moving the **Chirpy Joystick** and press the **Enter** button to confirm. Then choose a family member's name and set his/her birthday. The save/delete icons will be shown automatically after inputting the date. Select the save icon  to save the setting; select the delete icon  to delete the setting. Chirpy will celebrate the birthday at 8:00am and 12:00pm on the corresponding day.

## 14. ALARM SETTING


### a. TO SET THE ALARM:

Hold down the **Match** button and press the **Real Time** button to enter the alarm menu.  The memory can store up to

eight different alarms. Use the **Joystick** to select an alarm to set, and follow the same method used in clock setting to set the time. Press the **Real Time** button to exit the alarm menu and return to normal clock function. The alarm icon will show in the upper left corner of the time display screen to let you know that the alarm is on.

### b. TO CHANGE / DELETE AN ALARM:

Enter the alarm menu, choose the option you want to change, and press **Enter** to confirm. The time currently set for that alarm will be shown. Press the **Enter** button again and the change/delete icons will appear.

Select the change icon  to reset the alarm. This will take you back to the time setting mode where you can change the time.

Select the delete icon  to delete the alarm.



## 15. HOLIDAYS

Chirpy will greet you with a special reminder at 8:00am and 12:00pm on holidays: New Year's Day, April Fool's Day, Mother's Day, Father's Day, Halloween, Thanksgiving Day, Christmas Day and the first day of each season.

# ACTIVITIES

## 1. LEARNING MODE

Move the **Clock Hands** to any position and listen to Chirpy tell the time. A fun animation will play on screen when you move the **Clock Hands** to the start of every hour.

## 2. MATCHING MODE

Put the time-telling skills you develop in Learning Mode to the test here. Move the **Clock Hands** to match the time that Chirpy gives.

## 3. ACTIVITY MODE

Follow Chirpy as she goes about her daily routine. Chirpy will tell you what she does at a given hour of the day. Move the **Clock Hands** to the time of her activities.

## 4. MY PET MODE

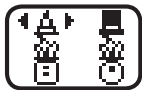
- Press the **Apple** button to enter the food menu, and move the **Joystick** to choose a food. Eating will fill Chirpy's energy meter, which has a total of four dots. Every hour that passes and every few games that are played will consume one dot. Chirpy will be very happy when she is full.
- Press the **Bath** button to give Chirpy a bath and keep her clean.



- Press the **Ball** button to enter the park and play games with Chirpy. Move the **Joystick** to stroll through the park and press **Enter** to choose the game you want to play.



a. **SNOWMAN MATCHING:** Build the exact same snowman that you see on the right side of the screen. Use the **Joystick** to match the top, middle, and bottom piece by piece. Press **Enter** to confirm the match and move on to the next part, but choose carefully. Once you press **Enter**, you can't go back.



b. **BALL BOUNCING:** Balls will fall from the top of the screen. Use the **Joystick** to move Chirpy left or right underneath the balls and bounce them off her head before they hit the ground.



c. **SCHOOL:** Chirpy can learn cool tricks at school. Move the **Joystick** to choose a class. Chirpy can study Magic, Reading, or Painting. Keep coming back to class and watch what Chirpy learns!



d. **BUBBLE BURST:** Press the **Enter** button to jump and get the bubbles while avoiding the thorns and stones.



e. **APPLE ORCHARD:** Apples and leaves are falling from the tree, and Chirpy waits underneath to catch her favorite treat. Move the **Joystick** to collect the apples and avoid the leaves.



f. **CLUBHOUSE:** When Chirpy grows up, she can visit the clubhouse to make a new friend. Keep coming back and watch them have fun together.



- Press the **Music** button to take Chirpy to the town square where there are lots of musical adventures to discover. Use the **Joystick** to move from one place to another and press **Enter** to play a game.



a. **NOTES MATCHING:** The flowers in this garden need more than water to help them grow. Match the note given at the beginning and watch the flowers bloom. Use the **Joystick** to choose the matching note and press **Enter** to confirm.



b. **SING ALONG:** Chirpy wants to sing for you! Move the **Joystick** to choose a song and press **Enter** to select.



c. **DANCING FUN:** Chirpy is one funky chick, and she has the moves to show it. Move the **Joystick** left or right to match the dance steps of the other bird.



## TIPS FOR TAKING CARE OF CHIRPY

Chirpy needs the same kind of care and attention as any other pet so make sure you keep her well fed and play with her often. Otherwise, she could get sick or become unhappy.

1. If Chirpy shakes her head and refuses to play, she must be hungry. Press the **Apple** button to feed her. When she is full, she'll shake her head if you try to give her more food.
2. If Chirpy is hungry for more than 3 days, she will get sick and stop growing. Press the **Apple** button to feed her. She will continue to grow when she becomes healthy again.

3. If Chirpy is walking around sadly, she must be hungry or lonely or want to bathe. Feed her, play with her, or bathe her, and she'll return to her normal Chirpy self.

### CHIRPY GROWTH PROCESS LIST:

1st Day: Baby Bird



4th Day: Young Bird



7th Day: Adult Bird



15th Day: Lays an Egg. Once Chirpy sits on her nest to lay an egg, press any button to see the egg hatch and a new baby bird appear. The growing cycle will start all over again from the beginning.



## CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

## TROUBLESHOOTING

If for some reason the program/activity stops working or malfunctions, please follow these steps:

1. Interrupt the power supply by removing the batteries.
2. Let the unit stand for a few minutes, then replace the batteries.
3. The unit should now be ready to play again.
4. If the product still does not work, replace with a new set of batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you.

### **IMPORTANT NOTE:**

Creating and developing **Preschool Learning™** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, with any problems and/or suggestions that you might have. A service representative will be happy to help you.

### **Note:**

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

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