

vtech[®]

User's Manual

Smarty Pets™



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Dear Parent,

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

Preschool Learning[™] 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**[™], learning is fun from day one!

At **VTech**[®], 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**[®] with the important job of helping your child learn and grow!

Sincerely,



Julia Fitzgerald
Vice President, Marketing
VTech Electronics, NA

To learn more about the **Preschool Learning**[™] series and other **VTech**[®] toys, visit www.vtechkids.com

INTRODUCTION

Thank you for purchasing the **VTech® Smarty Pets™** learning toy!

The **VTech® Smarty Pets™** puppy obeys your every command! Six fun activities featuring a variety of words, phrases, and funny facial expressions will keep your child busy with hours of independent play. Your spoken commands animate the puppy and direct it to move its ears, head, and body. Plus, the puppy uses voice recognition to teach early preschool curriculum. Whether learning or just playing for fun, this is one pet every child will adore.



INCLUDED IN THIS PACKAGE

- One Smarty Pets™ toy
- One cue card
- One user's manual

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

NOTE: Please keep the user's manual as it contains important information.

REMOVE DEMO TAG

When you take the product out of the packaging, please remove the demo tag from the puppy's head to activate normal play mode.

WARNING: The tape and demo tag are packaging materials, and should be discarded for your child's safety.



GETTING STARTED

BATTERY INSTALLATION

1. Locate the battery cover on the puppy's back. Use a screwdriver to loosen the screw.
2. Install four new "AA" (AM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
3. Replace the battery cover and tighten the screw to secure.

NOTE: After installing new batteries, you will need to reset the clock and alarm. You will also need to collect all bonus items (facial features, food and toys) again.



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.

PRODUCT FEATURES

1. CLOCK BUTTON

Press the Clock button to see the clock displayed on the screen. Hold the Clock button for several seconds to activate or deactivate the alarm function.

2. FACE BUTTON

Press the Face button to design your puppy's face.

3. PLAY BUTTON

Press the Play button to enter the Play mode. The puppy will listen to your commands and play tricks.



4. CARE BUTTON

Press the Care button to choose a pet care activity to play. Press it again to switch from activity to activity.



5. NAME / NO NAME SWITCH

Slide the Name / No Name switch to choose whether you need to say your puppy's name in the Play mode before saying a command. If the puppy doesn't have a name yet, it will ask you for a name.



6. ALARM BUTTON

Hold the Alarm button for several seconds to set the alarm time. The hour number will blink. Press the   button to adjust. Press the Alarm button again to confirm the hour and begin to set the minute number. After setting the minutes, select AM/PM and activate or deactivate the alarm in a similar way.



7. SET BUTTON

Hold the Set button for several seconds to set the clock time. The hour number will blink. Press the   button to adjust. Press the Set button again to confirm the hour and begin to set the minute number. After setting the minutes, then select AM/PM in a similar way.



8. RESET BUTTON

Press the Reset button to reset the puppy's name. Follow the instructions to say the puppy's name once, then say it again to verify. (Note: A name with one long word or 2-3 short words is recommended.)





ACTIVITIES

(Note: Since background noise may affect the response of the voice recognition technology, we suggest playing in a quiet place.)

Play Mode

Press the Play button to enter Play mode.

If the Name / No Name switch is in the “No Name” position, simply say one of the voice commands below and the puppy will respond.

If the Name / No Name switch is in the “Name” position, you need to say the puppy’s name before saying a command. If the puppy hears the correct name, it will say “I’m listening.” Then simply say a voice command below and the puppy will respond. You will need to say the puppy’s name again before saying the next command.

Voice Commands:

- “Stand up”: Puppy stands up.
- “Lie down”: Puppy lies down.
- “Shake hands”: Puppy shakes hands.
- “Want a treat?": Puppy eats a bone. (In the “Hungry Puppy” game, new food will be unlocked if this command is repeated several times.)
- “I love you”: Puppy gives a kiss.
- “Make me laugh”: Puppy tells a joke.
- “Show time”: Puppy performs a dance.
- “Go to sleep”: Puppy goes to sleep and then goes back to the Clock mode. (In between the puppy’s snoring sounds, you can say “Wake up” to wake the puppy up again.)

Care Mode

Press the Care button to enter Care mode. Keep pressing it to choose the game you would like to play.



Brush Teeth

Some of the puppy's teeth are dirty. Say "brush" to count the black teeth, and the puppy will brush them.

Clean Up

The puppy has crumbs on its face. Say "clean up" to count the crumbs, and the puppy will lick them away.

Hungry Puppy

The puppy is hungry. Listen to the letter and say "munch" when you see food that starts with that letter. After you get some correct answers, new food will be unlocked.

Fetch

Say "fetch" to throw something, and the puppy will fetch it. After you play this activity several times, new toys will be unlocked.

Thirsty Puppy

The puppy is thirsty. Say "drink" to give it water until it has had enough. After you play this activity several times, you will unlock new facial features such as eyes, noses, and mouths. These can be used when customizing the puppy's face.

Doggie Doctor

The puppy has a cold. The command "bless you" will make it feel better. After you play this activity several times, you will unlock new facial features such as eyes, noses, and mouths. These can be used when customizing the puppy's face.

Face Mode

Voice Commands:

- "Change": Change the puppy's facial features in the "Change Face" game
- "OK": Save your selections of puppy's face in the "Change Face" game



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 onto a hard surface and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the program/activity stops working, 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. Turn the unit on. The unit should now be ready to play again.
4. If the product still does not work, replace with an entirely set of new 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 Series** 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.

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
UNDESIRE OPERATION.

THIS CLASS B DIGITAL APPARATUS COMPLIES
WITH CANADIAN ICES-003.
CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST
CONFORME À LA NORME NMB-003 DU CANADA.

Note

10