

vtech[®]

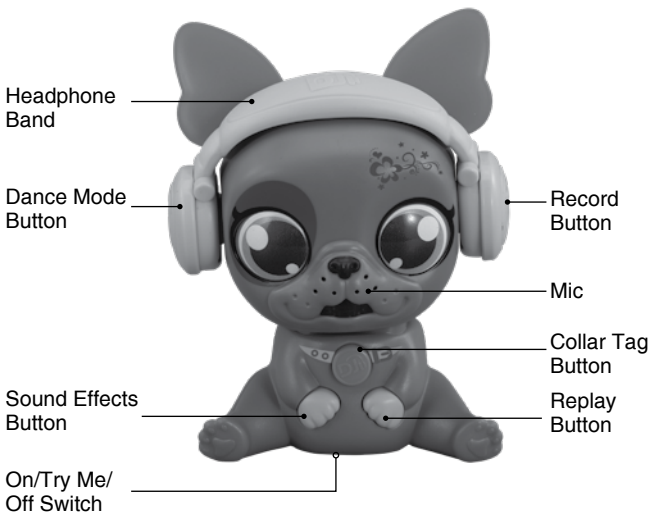
Instruction Manual

Barks & Beats™ Pups



INTRODUCTION

Thank you for purchasing a **Barks & Beats™** pup! I'm a beatboxing pup, so touch my paws, collar tag button or headphones to interact with me and create cool beats. When another **Barks & Beats™** pup (sold separately) is near me, I will jam with them or we can have a beatbox battle. Let's have our own DJ mixing party!



INCLUDED IN THE PACKAGE

- One **Barks & Beats™** Pup
- Quick Start Guide

WARNING:

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

NOTE:

Please save this manual as it contains important information.

ATTENTION :

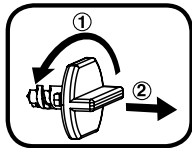
Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

NOTE :

Il est conseillé de sauvegarder ce manuel car il comporte des informations importantes.

Unlock the Packaging Locks

- ① Turn the packaging lock counterclockwise several times.
- ② Pull out and discard the packaging lock.



GETTING STARTED

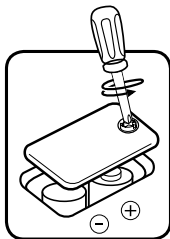
How to Exit Try Me Mode

The **Barks & Beats™** pup is in Try-Me mode in the packaging. Slide the **On/Try Me/Off Switch** from the Try Me position (⊘) to the On position (Ⓛ) to exit Try-Me mode and enter Normal mode.

INSTRUCTIONS

BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned Off.
2. Locate the battery cover on the bottom of the unit. Use a screwdriver to loosen the screw and then open the battery cover.
3. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery.
4. Install 2 new AA (LR6/AM-3) batteries following the diagram inside the battery box. (For best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
5. Replace the battery cover and tighten the screw to secure.



WARNING:

Adult assembly required for battery installation.
Keep batteries out of reach of children.



ATTENTION :

Les piles ou accumulateurs doivent être installés par un adulte.
Tenir les piles ou accumulateurs hors de portée des enfants.

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.

- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES

- Remove rechargeable batteries (if removable) from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

Product Features

1. On/Try Me/Off Switch

Slide the **On/Try Me/Off Switch** to **On** (ⓘ) to turn the unit **On**. To turn the unit **Off**, slide the switch to **Off** (○). Slide the **On/Try Me/Off Switch** to **Try Me** (⋮) to enter Try-Me mode.



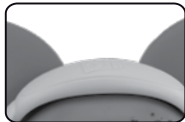
2. Collar Tag Button

Press the **Collar Tag Button** to select different types of beatboxing.



3. Headphone Band

Move the **Headphone Band** back and forth to play or pause the beatbox song.



4. Record Button

Press the **Record Button** to record and the **Barks & Beats™** pup's eyes will light up yellow. The **Barks & Beats™** pup will start recording when it detects your voice

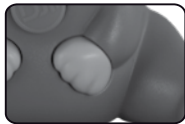


and the **Barks & Beats™** pup's eyes will light up green. The recording will play when you finish recording.

Note: The recording function only works in Solo mode.

5. Replay Button

Press the **Barks & Beats™** pup's **Left Paw** to hear your recording. If no voice is recorded, this button will add sound effects.



6. Dance Mode Button

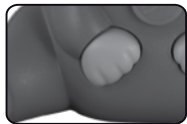
Press the **Dance Mode Button** and the **Barks & Beats™** pup's will dance when it hears external music or your voice.

Note: Dance mode only works in Solo mode.



7. SFX Button

Press the **Barks & Beats™** pup's **Right Paw** to add cool beatbox sound effects over the top of a beatbox song.



8. Automatic Shut Off

To preserve battery life, the **Barks & Beats™** pup's will automatically power off after several seconds without input. The unit can be turned on again by moving the **Headphone Band** or by pressing the **Collar Tag Button**.

If the **Barks & Beats™** pup's repeatedly shuts off or has abnormal responses, please insert new batteries and try again.

ACTIVITIES

Solo Mode

1. Beatboxing Mode

Press the **Collar Tag Button** to hear Drum & Bass Beatboxing (eyes light up purple), Techno Beatboxing (eyes light up blue), and Animal Sound Beatboxing (eyes light up orange). Press the pup's paws to add funny sound effects over the beatbox songs. You can also press the **Record Button** to record your voice to play over the beatbox songs. Press the **Collar Tag Button** or move the **Headphone Band** to play another song.

2. Dance Mode

Dance with the **Barks & Beats™** pup! Press the **Dance Mode Button** to enter Dance mode and the **Barks & Beats™** pup will dance when it hears external music or your voice.

Interactive Mode

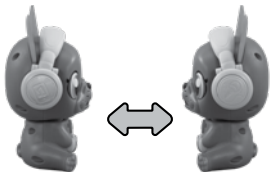
Collect one or more **Barks & Beats™** pup (each sold separately) to create a beatboxing party. When a **Barks & Beats™** pup is near another **Barks & Beats™** pup (within 25cm, face-to-face) they can jam together or battle. You can play together in Beatboxer Jam mode or Beatboxer Battle mode.

1. Beatboxer Jam Mode

When one **Barks & Beats™** pup is near another one, move one of their **Headphone Bands** and they will jam together. If one is already playing music, the second one will join in when they are next to each other. To play another song and to keep the **Barks & Beats™** pup in Jam mode, move the **Headphone Band** when the song finishes.

2. Beatboxer Battle Mode

When one **Barks & Beats™** pup is near another one, press one of their **Collar Tag Buttons** and they will have a beatbox battle, taking turns beatboxing. To play another song and to keep the pups in Beatboxer Battle mode, press the **Collar Tag Button** when the song finishes.



Within 25 cm

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 sources.
3. Remove the batteries if the unit will not be 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. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **ON**. The unit should now be ready to play with again.
5. If the unit still does not work, install a brand new set of batteries.

IMPORTANT NOTE

If the problem persists, please call our **Consumer Services Department** at **1-800-521-2010** in the U.S., **1-877-352-8697** in Canada, or visit our website **vtechkids.com** and fill out our **Contact Us** form located under the **Customer Support** link. Creating and developing VTech products is accompanied by a responsibility that we 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 contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 5588 & 5246
Product Name: Barks & Beats™ Melody/Alto/Harmony
Responsible Party: VTech Electronics North America, L.L.C.
Address: 1156 W. Shure Drive, Suite 200
Arlington Heights, IL 60004
Website: vtechkids.com

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.

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.

**Visit our website for more
information about our products,
downloads, resources and more.**

vtechkids.com
vtechkids.ca

Read our complete warranty policy online at
vtechkids.com/warranty
vtechkids.ca/warranty

