

Disney
Stitch



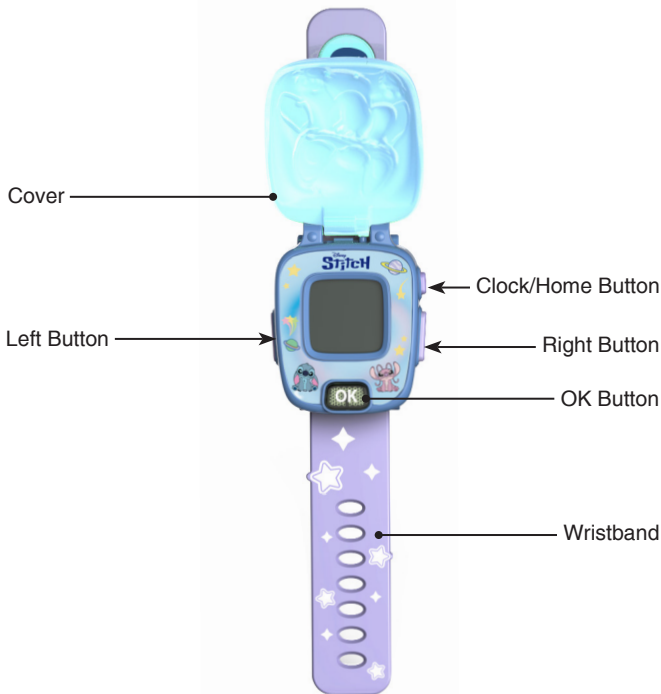
Instruction Manual

Stitch Learning Watch



INTRODUCTION

Thank you for purchasing the **VTech® Stitch Learning Watch**. This full-function watch includes four games, ten digital clock faces and time tools. Hear Stitch say fun phrases and follow the instructions to play learning games with Stitch and friends.



INCLUDED IN THE PACKAGE

- One **Stitch Learning Watch**
- One CR2450 battery
- 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 Instruction 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 d'utilisation car il comporte des informations importantes.

PRODUCT SPECIFICATIONS

Battery	One CR2450 battery
Time Format	12h or 24h
Display	Digital
Optimum Operating Temperature	0°C - 40°C (32°F - 104°F)

Important Note

- Do not place the watch under running water.
- Do not submerge. Not suitable for showering, bathing or swimming.
- Keep the cover closed when the watch is not in use.

Note

- Ne pas mettre la montre sous l'eau.
- Ne pas immerger la montre et ne pas l'utiliser sous la douche et dans le bain.
- Garder le clapet fermé lorsque la montre n'est pas utilisée

WARNING

People with very sensitive skin may notice some irritation after wearing the **Stitch Learning Watch** for extended periods of time. The skin may become irritated when moisture, sweat, soap or other irritants get trapped under the wristband and are left in contact with the skin. To prevent this, we suggest children remove the watch before going to bed. Take the watch off if it's feeling uncomfortable, and keep wrist and band clean and dry.

In addition, wearing the watch too tightly may also cause irritation. Make sure the fit is good, tight enough so the watch stays in place but not so tight that it's uncomfortable. If you notice any redness, swelling or other irritation, you may want to consult a doctor before wearing the watch again.

PRÉCAUTIONS D'UTILISATION

Comme avec d'autres objets portés près du corps de manière prolongée, la montre interactive pourrait éventuellement provoquer une irritation. L'humidité, la transpiration, l'eau savonnée ou d'autres agents irritants peuvent s'incruster sous le bracelet et rester en contact avec la peau. En prévention, nous recommandons fortement aux enfants de ne pas porter la montre pendant la nuit, de l'enlever dès le moindre signe d'irritation, et de garder le bracelet sec et propre. Par ailleurs, vérifiez que le bracelet de votre enfant ne soit ni trop serré, ni trop lâche. Si vous observez des rougeurs, gonflements ou autre irritation, veuillez consulter un médecin avant de remettre la montre.

GETTING STARTED



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.



WARNING!



Contains coin battery.

A coin battery can cause severe or fatal injuries in 2 hours or less if it is swallowed or placed inside any part of the body.

Individual battery is hazardous. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.



ATTENTION:



Contains button battery.

A button battery can cause serious injuries if swallowed or placed inside any part of the body.

Individual battery is hazardous. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.



WARNING

- **INGESTION HAZARD:** This product contains a button cell or coin battery.
- **DEATH** or serious injury can occur if ingested.
- A swallowed button cell or coin battery can cause **Internal Chemical Burns** in as little as **2 hours**.
- **KEEP** new and used batteries **OUT OF REACH of CHILDREN**
- **Seek immediate medical attention** if a battery is suspected to be swallowed or inserted inside any part of the body.



ATTENTION

- **DANGER D'INGESTION** : ce produit contient une pile bouton.
- L'ingestion de cette pile peut entraîner la mort ou des blessures graves.
- L'ingestion d'une pile bouton peut provoquer des brûlures chimiques internes en seulement **2 heures**.
- **GARDER** les piles neuves et usagées **HORS DE LA PORTEE** des enfants.
- **Consulter immédiatement un médecin** si l'on soupçonne qu'une pile a été avalée ou insérée dans une partie du corps.



Australia

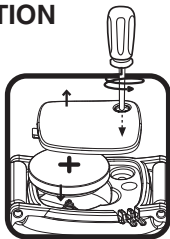
If you think batteries might have been swallowed or placed inside any part of the body, immediately call the 24-hour Poisons Information Centre on 13 11 26 for fast, expert advice.

GETTING STARTED

BATTERY REMOVAL AND INSTALLATION

NOTE: For best performance, remove the factory-installed battery from the **VTech® Stitch Learning Watch** and use a new battery.

1. Make sure the watch cover is closed.
2. Find the battery cover located on the back of the unit. Use a screwdriver to loosen the screw and then open the battery cover.
3. Use the screwdriver to push the metal piece according to the diagram. Remove the battery when one end of the battery pops up.
4. Follow the diagram inside the battery box to position one new 3V CR2450 battery and then press it into the battery case.
5. Replace the battery cover and tighten the screw to secure.



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.
- Remove and immediately recycle or dispose of batteries from equipment not used for an extended period of time according to local regulations.

- Remove and immediately recycle or dispose of used batteries according to local regulations and keep away from children. Do NOT dispose of batteries in household trash or incinerate.
- Even used batteries may cause severe injury or death.
- Call a local poison control center for treatment information.
- Do not force discharge, recharge, disassemble, heat above 60°C (140°F) or incinerate. Doing so may result in injury due to venting, leakage or explosion resulting in chemical burns.
- Always completely secure the battery compartment. If the battery compartment does not close securely, stop using the product, remove the batteries, and keep them away from children.

RECHARGEABLE BATTERIES:

- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

IMPORTANT : INFORMATIONS CONCERNANT LES PILES

- Mettre en place les piles ou les accumulateurs en respectant les polarités + et –.
- Ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas mélanger différents types de piles : alcalines, zinc-carbone et rechargeables.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en court-circuit (en reliant directement le + et le –).
- Retirer les piles ou les accumulateurs en cas de non-utilisation prolongée.
- Enlever les piles ou les accumulateurs usagés du jouet.
- Ne les jeter ni au feu ni dans la nature.
- Retirez et recyclez ou éliminez immédiatement les piles des appareils qui ne sont pas utilisés pendant une période prolongée, conformément à la réglementation locale.

- Retirer les piles usagées et les recycler ou s'en débarrasser immédiatement conformément aux réglementations locales et les tenir hors de portée des enfants. Ne PAS jetez les piles dans les ordures ménagères et ne pas les incinérer.
- Des piles usagées peuvent aussi provoquer des blessures graves ou mortelles.
- Appeler un centre antipoison local pour obtenir des informations sur le traitement à suivre en cas d'ingestion de piles.
- Ne pas forcer la décharge, ne pas recharger, démonter, chauffer à plus de 60 °C (140°F) ni incinérer. Une telle manipulation peut provoquer des blessures dues à un dégazage, une fuite ou une explosion entraînant des brûlures chimiques.
- Le compartiment à piles doit toujours être complètement fermé. Si le compartiment à piles ne ferme pas correctement, arrêter d'utiliser le produit, retirer les piles et les tenir hors de portée des enfants.

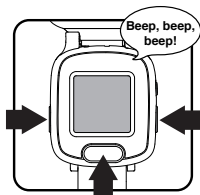
PILES RECHARGEABLES :

- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.
- Ne pas tenter de recharger des piles non rechargeables.


EXIT TRY-ME MODE

When you use the watch for the first time, you must unlock it from Try-Me mode to play. To unlock from Try-Me mode, open the **Cover** and press the **Left + Right + OK Buttons** together for approximately five seconds. You will then hear three beeps to indicate you have exited Try-Me mode and the watch will function as normal.

Press any button to activate the watch and set the time. Press the **Left or Right Button** to select, then press the **OK Button** to confirm and move to the next option. A tick icon will be displayed when the setting is complete.



Note:

- When the battery level is low  , most functions on the watch, except for the clock display, may not activate. It is recommended to install a new battery as soon as possible before further use.
- If the battery level is too low and cannot keep the clock running, you will need to enter the time again after the battery has been replaced.

PRODUCT FEATURES

1. Cover

Open the **Cover** to view the time. When the **Cover** is closed, press the bottom of the **Cover** to activate Stitch's voice and light effects.

2. Left/Right Buttons

Use the **Left** or **Right Button** to select an activity or option.

3. OK Button

Press the **OK Button** to confirm a selection and advance to the next screen in different activities.

4. Clock/Home Button






Press the **Clock/Home Button** to return to the clock from any other function. You may then select other activities.

4.1 Clock Display

When the **Clock/Home Button** is pressed, the time will be displayed. Press the **Left** or **Right Button** to display the Home Menu.

4.2 Home Menu

There are five activities in the **Home Menu** to choose from:

1. Alarm Clock 	2. Stopwatch 	3. Timer 
4. Games 	5. Settings 	

- Press the **Left** or **Right Button** to scroll through the menu options.
- Press the **OK Button** to enter the chosen activity.

5. Alarm Clock

- Press the **Left** or **Right Button** to select the time and choose from three alarm tones.
- Press the **OK Button** to confirm and move to the next setting.
- Press the **Clock/Home Button** to automatically save the current settings.



6. Stopwatch

- Press the **OK Button** to start the Stopwatch. Press again to stop.
- When the Stopwatch is stopped, you can press the **Left** or **Right Button** to reset.



7. Timer

- Press the **Left** or **Right Button** to change the time.
- Press the **OK Button** to confirm.
- Press the **Clock/Home Button** to automatically save the current settings.
- Press the **OK Button** to confirm the Timer duration and the countdown will start immediately.
- While the Timer is running, press the **OK Button** to pause/resume or press the **Left** or **Right Button** to reset.



8. Settings

In the **Settings** menu, press the **Left** or **Right Button** to scroll through the various options:

8.1. Setting the Time and Clock Face

- Press the **Left** or **Right Button** to change the options (the AM/PM setting is only applicable in a 12-hour time format).
- Press the **OK Button** to confirm.
- And then use the **Left** or **Right Button** to select from ten different clock faces.
- Finally press the **OK Button** or **Clock/Home Button** to confirm and save the settings.



8.2. Cuckoo Clock

- Press the **Left** or **Right Button** to turn the Cuckoo Clock on or off.
- Press the **OK Button** or **Clock/Home Button** to confirm and save the settings.
- Please note that when the Cuckoo Clock is activated, the watch will chime at the top of each hour between 7 AM and 7 PM, unless a game is currently in progress.



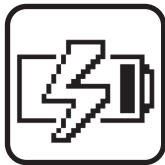
9. Automatic Shut-Off

To preserve battery life, the **Stitch Learning Watch** will automatically shut **Off** and switch to clock mode after approximately 30 seconds without input. The unit can be turned **On** again by pressing any button or opening the cover.

Note:

The **Stitch Learning Watch** will not automatically power **Off** when the Stopwatch is running.

The unit will automatically turn **Off** when the battery power is very low. If you see the Low Battery icon appear on screen, please replace the battery.



ACTIVITIES

1. Games

In the Games menu, press the **Left** or **Right Button** to scroll through the different learning game options:

1.1 Picture Puzzle

Pictures of Stitch and friends are mixed up. Use the **Left** or **Right Buttons** to find the correct pieces, then press the **OK Button** to select them and solve the puzzles.



1.2 Flowers for Angel

Stitch would like to pick some flowers for Angel. Help Stitch pick flowers using the **Left** or **Right Buttons** to move and the **OK Button** to pick. Try to avoid the butterflies!



1.3 Thermo Detection

Jumba is using his thermo detector to see who's hiding! Use the **Left** and **Right Buttons** to match the silhouette to the correct character pose, then press the **OK Button** to confirm.



1.4 Chef Stitch

Help Chef Stitch make smoothies by following the recipe. Use the **Left** and **Right Buttons** to choose the correct amounts of each ingredient and set the time, then press the **OK Button** to confirm.



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 battery 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 unit stops working or malfunctions, please follow these steps:

1. Interrupt the power supply by removing the battery.
2. Let the unit stand for a few minutes, then replace the battery.
3. The unit should now be ready to use again.
4. If the unit still does not work, install a new battery.

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 by going to our website **vtechkids.com** and filling 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.

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.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 5920
Product Name: Stitch Learning Watch
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 UNDESIRE OPERATION.

CAN ICES(B)/NMB(B)

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information about our products,
downloads, resources and more.**

vtechkids.com
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Read our complete warranty policy online at
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