

nickelodeon



Parent's Guide

PAW Patrol Learning Watch



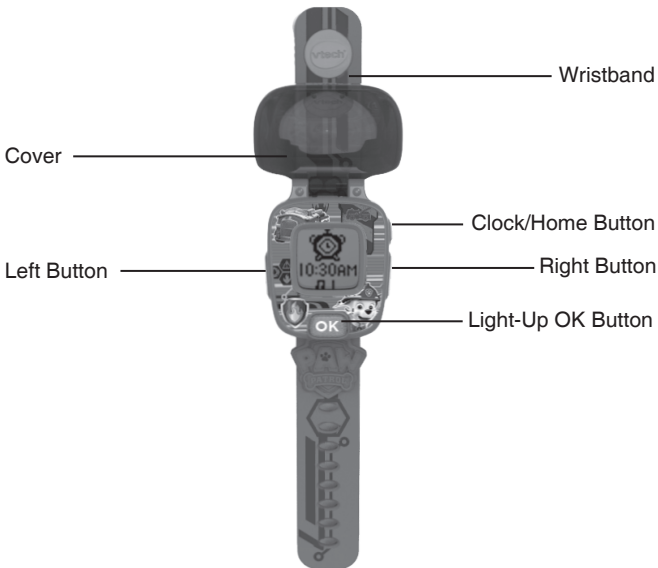
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91-003599-010 US

INTRODUCTION

The **PAW Patrol Learning Watch** is a great wearable gadget for children! There are also four built-in games to test their skills at matching, problem solving and math as they go on an adventure with the PAW Patrol.



INCLUDED IN THIS PACKAGE

- One **PAW Patrol Learning Watch**
- One CR2450 battery
- One parent's guide

WARNING:

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

NOTE: Please keep this parent's guide 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 et vis d'emballage. Ils ne font pas partie du jouet.

NOTE : Il est conseillé de conserver ce guide des parents car il comporte des informations importantes.

PRODUCT SPECIFICATION

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

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.

WARNING:

People with very sensitive skin may notice some irritation after wearing the **PAW Patrol 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 for the night, take the watch off if it's feeling uncomfortable, and keep their wrist and the 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.

GETTING STARTED

⚠ WARNING:

This product contains a button or coin cell battery. A swallowed button or coin cell battery can cause internal chemical burns in as little as two hours and lead to death. 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 !

Ce jouet contient une pile bouton ! L'ingestion d'une pile bouton peut causer des brûlures internes pouvant provoquer la mort dans un délai de 2 heures. Jeter les piles usées immédiatement après les avoir retirées du jouet. Garder les piles neuves hors d'atteinte des enfants. Si vous remarquez qu'une pile bouton a été avalée, consultez immédiatement un médecin.

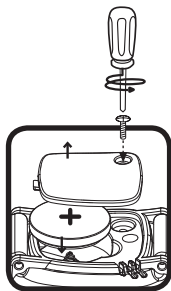
POWER SOURCE

The **PAW Patrol Learning Watch** operates using a CR2450 battery. The CR2450 battery included with the product is for demo purposes only.

BATTERY INSTALLATION

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

1. Locate the battery cover on the back of the unit and open it with a screwdriver (not included).
2. Remove the battery cover and insert a CR2450 battery as illustrated.
3. Replace the battery cover and fasten the screw.



BATTERY NOTICE

- Use one CR2450 Lithium coin battery only for this toy. Do not use rechargeable Lithium ion battery LIR2450. This toy is not compatible with LIR2450.
- The coin battery used with this product should be kept away from small children who might still put things in their mouths. If the coin battery is swallowed, consult a doctor immediately.
- Insert the coin battery with the correct polarity.
- Do not use a damaged coin battery.
- Do not short-circuit the coin battery terminals.
- Remove exhausted coin battery from the product.
- Remove coin battery during long periods of non-use.
- Do not dispose of coin battery in fire.
- Do not charge non-rechargeable coin battery.
- Rechargeable batteries are to be removed from the toy before being charged. (if removable)
- Rechargeable batteries are only to be charged under adult supervision.

TO BEGIN USING THE PAW PATROL LEARNING WATCH

When you use the watch for the first time, open the cover, then press the **Left + Right + OK Buttons** for approximately five seconds to unlock the try-me mode. You will hear three 'beeping' sounds when the try-me mode is unlocked. You can then press any button to activate the watch and set the time.

Press the **Left/Right Buttons** to select, then press the **OK Button** to confirm and move to the next option. A checkmark will be displayed when the setting is complete.

Note:

- When the battery level is low, most functions on the watch may not be activated, except for the clock display. It is recommended to change 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, tap the bottom of the cover to activate PAW Patrol phrases with a lighting effect.

2. Left/Right Buttons

Use the **Left** and **Right Buttons** to select an activity or option, or to change options in time settings or alarm mode.

3. Light-Up OK Button

Press the **Light-Up OK Button** to confirm a selection and move to the next option in different activities.

4. Clock/Home Button






Press the **Clock Button** to return to the clock from any other function or activity.

5. Clock Display

When the **Clock/Home Button** is pressed, the time will be displayed. Press the **Left** or **Right Buttons** to display the Home Menu where other activities can be selected.

6. Home Menu

Press the **Left** or **Right Buttons** to display the Home Menu. There are five activities to choose from:

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

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

7. Alarm Clock

You can set an alarm with a choice of 10 alarm tones.

- Press the **Left** or **Right Buttons** to select the time/alarm tone.
- Press the **OK Button** to confirm and move to the next setting.
- Press the **Clock Button** to automatically save the current setting.



8. Stopwatch

Access the stopwatch here.

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



9. Timer

Set a countdown timer here.

- Press the **Left** or **Right Buttons** to change the time.
- Press the **OK Button** to confirm.
- Press the **Clock Button** to automatically save the current setting.
- When you press the **OK Button** to confirm the timer duration, the countdown will start immediately.
- While the timer is running, you can press the **OK Button** to pause/resume, and press the **Left** or **Right Button** to reset.



10. Settings

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

10.1. Setting the Time

- Press the **Left** or **Right Buttons** to change the options. (The a.m./p.m. setting is only applicable in 12-hour time format)
- Press the **OK Button** to confirm.
- Press the **Clock Button** to automatically save the current setting.



10.2. Clock Face

- Press the **Left** or **Right Buttons** to select from 12 different clock faces.
- Press the **OK Button** or **Clock Button** to confirm and save the setting.



10.3. Cuckoo Clock

- When the cuckoo clock featuring Chickaletta is activated, the watch will briefly chime at the top of each hour between 7 a.m. and 7 p.m. The cuckoo clock will not ring if a game is in progress.
- Press the **Left** or **Right Buttons** to turn the cuckoo clock **ON** or **OFF**.
- Press the **OK Button** or **Clock Button** to confirm and save the setting.



14. Automatic Shut Off

To save power, the **PAW Patrol Learning Watch** will automatically power off when there has been no input for about 30 seconds. Press any button or open the cover to turn the unit **ON** again.

Note: The **VTech® PAW Patrol Learning Watch** will not automatically power off when the **Stopwatch** is running.

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



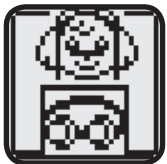
ACTIVITIES

1. Games

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

1.1 Pups and the Badges

Ryder has mixed up all the pups' badges and gadgets. Help Ryder find the correct badges and gadgets for each pup. Press the **Left** or **Right Buttons** to select, and press the **OK Button** to confirm.



1.2 Pups First Aid

Jake has slipped on the snow-covered mountain slope and hurt himself. Help Marshall use his X-ray screen and EMT kit to take care of the injuries. Press the **Left** or **Right Buttons** to select, and press the **OK Button** to confirm.



1.3 Pups Save the Animals

Farmer Yumi's fence is broken and her animals have escaped. Follow the instructions to help Chase find the animals. Press the **Left** or **Right Buttons** to select, and press the **OK Button** to confirm.



1.4. Pups Temple Rescue

Mandy the monkey has swiped Ryder's Pup Pad in the jungle and run into a mysterious temple. Solve some math problems with Skye to open the door and find the Pup Pad. Press the **Left** or **Right Buttons** to select, and 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 batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on a hard surface and do not expose the unit to excess moisture.

TROUBLESHOOTING

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

1. 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 back ON. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire 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 **VTech**® 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, or by going to our website at vtechkids.com and filling out our Contact Us form located under the Customer Support link 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.

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-3 (B)/NMB-3(B)

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

Trade Name: VTech®
Model: 1995
Product name: PAW Patrol Learning Watch
Responsible Party: VTech Electronics North America, LLC
Address: 1156 W. Shure Drive, Suite 200
Arlington Heights, IL 60004
Website: vtechkids.com

**CLASS 1
LED PRODUCT**

**Visit our website for more
information about our products,
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Read our complete warranty policy online at
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