

nickelodeon



Instruction Manual

CHASE GAME & GO

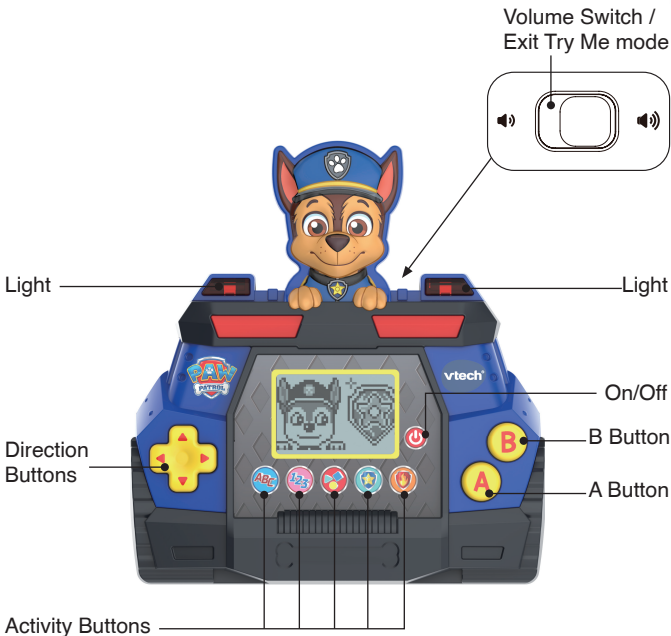


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INTRODUCTION

Thank you for purchasing the **VTech® PAW Patrol™ Chase Game & Go!**

PAW Patrol is ready for action! Level up your little one's preschool skills with 5 classic games exploring letters, numbers, shapes, counting and phonics. Designed with first-time gamers in mind, **PAW Patrol™ Chase Game & Go** features simple controls and endless gaming fun with dynamic light effects as Ryder and his pup friends guide you through the missions.



INCLUDED IN THE PACKAGE

- One PAW Patrol™ Chase Game & Go
- One Quick Start Guide

WARNING

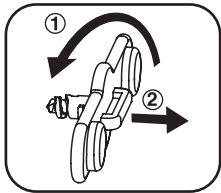
All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords and packaging screws are not part of this toy and should be discarded for your child's safety.

NOTE

Please save this Instruction Manual as it contains important information.

Unlock the Packaging Locks

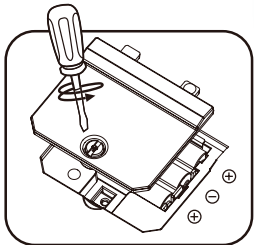
- ① Turn the packaging lock counterclockwise several times.
- ② Pull out and discard the packaging lock.



GETTING STARTED

BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned OFF.
2. Locate the battery cover on the back 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 3 new 1.5V AAA (LR03) 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.

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:

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

Disposal of batteries and product



The crossed-out wheellie bin symbols on products and batteries, or on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health.



The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in the Batteries and Accumulators Regulation.

The solid bar indicates that the product was placed on the market after 13th August, 2005.



Please dispose of your product and batteries responsibly.

In the UK, give this toy a second life by disposing of it at a small electricals collection point* so all of its materials can be recycled.

Learn more at:
www.vtech.co.uk/recycle
www.vtech.com.au/sustainability

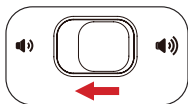
* Visit www.recyclenow.com to see a list of collection points near you.

HOW TO EXIT TRY ME MODE

If you've just taken the **PAW Patrol™ Chase Game & Go** out of the packaging for the first time, you will need to disable Try Me Mode before playing.

To disable Try Me Mode, press the **On/Off Button** to turn the unit on and then slide the volume switch to the low position.

After Try Me Mode is turned Off, it cannot be re-enabled by moving the volume switch.



TURN ON THE UNIT

Press the **On/Off Button** to turn the unit ON and enter normal play mode, where Ryder will greet you. Press the Activity buttons to enter the corresponding game.

Note: The included batteries are for demo use only. We recommend replacing the included batteries with new batteries before using **PAW Patrol™ Chase Game & Go**.

BATTERY STATUS

When the batteries are exhausted, the low battery icon will be displayed and the unit will automatically turn itself off. Please replace with a full set of new batteries before further use.

AUTO POWER OFF

To preserve battery life, the **PAW Patrol™ Chase Game & Go** will automatically power off if there is no operation for a period of time.

PRODUCT FEATURES

1. On/Off Button

Press this button to turn the unit ON or OFF.

2. Activity Buttons

Press these buttons to start a game or go back to the previous step if the game is active.

3. A or B Button

Press these buttons to confirm a selection or to interact with games.

4. Direction Buttons

Press these buttons to make a selection or interact with games.

5. Volume Switch

Slide the selector to set Low or High volume.

ACTIVITIES

1. RYDER'S MISSION CALL

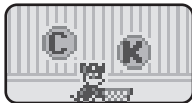
Press the A Button, the B Button or the Direction Buttons to view fun animations of Ryder's mission call.



2. Chase's Pup Treats

Scroll to select a letter and hear its sound and a related word. Then select the mission screen to help Chase collect his pup treats.

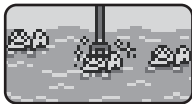
The ABC Pup Treat Dispenser is out of order, spilling the letter-marked treats and mixing them all up! Remember the letter shown at the beginning. As the treats fall, press the Direction Buttons to catch the ones with the matching letter.



3. Skye and Zuma's Sea Rescue

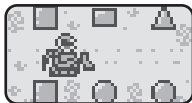
Scroll to select a number and hear the animals counted aloud. Then select the mission screen to help Skye and Zuma with their sea rescue.

The volcano suddenly erupted and some of the baby turtles are trapped! Skye must fly her helicopter and rescue the trapped baby turtles with the claw. Press the Direction Buttons to move and press the A or B Button to lower the claw and reach the turtles.



4. Rubble's Construction Zone

Scroll to select a shape and learn more about it. You can then select the mission screen to help Rubble collect shapes to build a gym for his pup friends. Different shapes will appear on the screen. Press the Direction Buttons to move Rubble's truck to the correct shape.



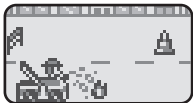
5. Chase On Patrol

Mayor Humdinger's Kitty Catastrophe Crew is causing trouble all over town by blocking roads and getting in the way of the race. Help Chase drive his police cruiser to stop the kitties' mischief. Press the Left or Right Button to steer around obstacles and catch up with the Kitty Catastrophe Crew.



6. Marshall's Fire Truck Race

Mayor Humdinger has placed flame traps in various corners of the city, obstructing racing competitions. Help Marshall drive his fire truck to put out flames while avoiding obstacles. Press the Up or Down Button to steer around obstacles, and press the A or B Button to spray water and put out the flames.



7. Screen Contrast Menu

While the unit is turned off, press and hold the Right button simultaneously, then press the On/Off Button to turn on the unit. This will activate the Screen Contrast Menu. Use the Direction Buttons to adjust the screen's contrast, and press the A or B button to confirm the setting and enter the normal playing mode.



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.
5. If the unit stops working or malfunctions, install a new set of batteries.

ENVIRONMENTAL PHENOMENA

Electrostatic discharge may cause the unit to malfunction. In these cases, recover the unit by removing batteries for 10 seconds, then reinstall the batteries and power the unit on.

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Website: support.vtech.com.au

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