



Parent's Guide

Super Learning Headquarters



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91-003508-006 UK

VTech understands that a child's needs and abilities change as they grow and with that in mind we develop our toys to teach and entertain at just the right level...

vtech **Baby**

Toys that will stimulate their interest in different textures, sounds and colours

I am...

...responding to colours, sounds and textures

...understanding cause and effect

...learning to touch, reach, grasp, sit-up, crawl and toddle

Birth-36 months



Pre-School

Interactive toys to develop their imagination and encourage language development

I want...

...to get ready for school by starting to learn the alphabet and counting

...my learning to be as fun, easy and exciting as can be

...to show my creativity with drawing and music so my whole brain develops

3-6 years



Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

I need...

...challenging activities that can keep pace with my growing mind

...intelligent technology that adapts to my level of learning

...National Curriculum based content to support what I'm learning at school

4-10 years



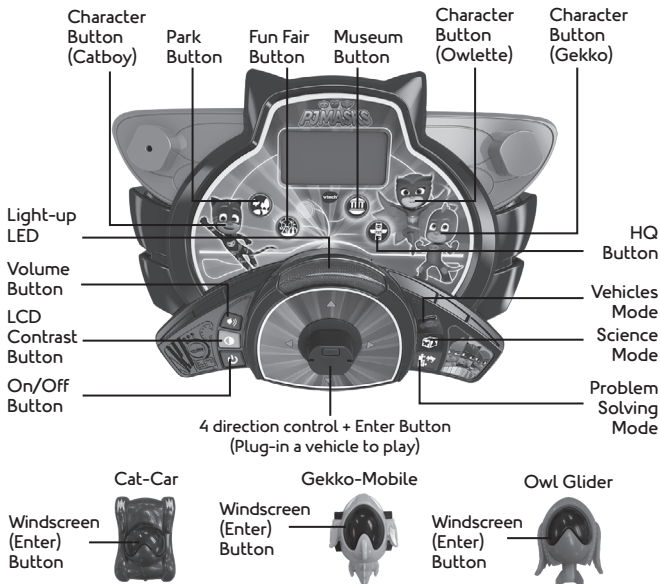
To learn more about this and other VTech® products, visit www.vtech.co.uk

INTRODUCTION

Thank you for purchasing the **VTech® PJ Masks Super Learning Headquarters!**

Join the PJ Masks heroes Catboy, Owlette and Gekko to help save the day!

The **PJ Masks Super Learning Headquarters** includes 12 exciting activities that help to reinforce learning of science, geography, food categories, matching, problem solving and more. Switch between 3 different play modes and swap the vehicles around to control the on-screen action with either the Cat-Car, Gekko-Mobile or Owl Glider. Jump into the night to save the day with the **PJ Masks!**



INCLUDED IN THIS PACKAGE

- One VTech® PJ Masks Super Learning Headquarters
- One Parent's Guide
- 3 PJ Masks vehicles



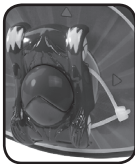
WARNING:

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.

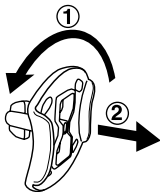
NOTE: Please keep this parent's guide as it contains important information.

WARNING:

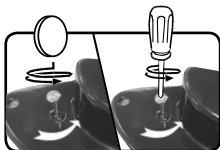
The ribbon is not part of this toy. The ribbon should be removed and discarded for your child's safety.



Unlock the packaging locks:



- ① Rotate the packaging lock 90 degrees anti-clockwise.
- ② Pull out the packaging locks.



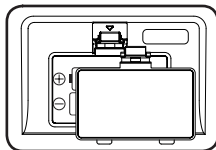
There are packaging locks located on the vehicles:

- ① Use a coin or a screwdriver to loosen the screws.
- ② Pull out the screws from the unit and discard them.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the bottom of the unit.
3. Remove the battery cover and install 2 new AA (AM-3/LR6) size batteries as illustrated
5. Close the battery cover.



BATTERY NOTICE

- Use new alkaline batteries or fully charged NI-MH (Nickel Metal-hydride) rechargeable batteries for best performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.

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

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 Battery Directive (2006/66/EC).



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

Help protect the environment by disposing of your product or batteries responsibly.

For more information, please visit:

www.recycle-more.co.uk

www.recyclenow.com

PRODUCT FEATURES

1. ON/OFF BUTTON

To turn the unit on, press the **On/Off** button. Press the **On/Off** button again to turn the unit off.

2. LCD CONTRAST BUTTON

Move the vehicle to adjust screen contrast. There are 3 steps to adjust the screen contrast. Use the **Left Arrow** button to reduce contrast, or use the **Right Arrow** button to increase contrast and then press the **Windscreen** to confirm.

3. VOLUME BUTTON

Move the vehicle to adjust sound volume. There are 3 steps to adjust the volume level. Use the **Left Arrow** button to reduce the volume, or use the **Right Arrow** button to increase the volume level and then press the **Windscreen** to confirm.

4. MODE SELECTOR

Slide the **Mode Selector** to choose one of the 3 Modes.



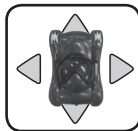
5. 4 LOCATION BUTTONS

Press one of the **Location buttons** to choose one of the 4 locations to play.



6. 4 DIRECTION ARROW BUTTONS + ENTER BUTTON (the Windscreen)

Move the vehicle to navigate on the screen or to select an option and press the **Windscreen** to confirm a selection.



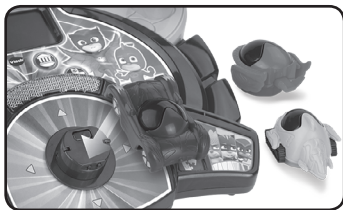
7. 3 CHARACTER BUTTONS

Press the **3 Character Buttons** (Catboy, Owlette, Gekko) on the unit to play an animation of that character with a brief introduction, or to play some fun phrases related to the characters.



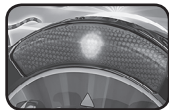
8. CATBOY'S VEHICLE - CAT-CAR / GEKKO'S VEHICLE - GEKKO-MOBILE / OWLETTE'S VEHICLE - OWL GLIDER

Plug in one of the three PJ Masks vehicles as shown in the picture to start playing. Please ensure that it is properly clicked into place.



9. LIGHT-UP LED

The LED will light-up in multiple colours.



10. AUTOMATIC SHUT-OFF

To preserve battery life, the **PJ Masks Super Learning Headquarters** will automatically turn off after several minutes of inactivity. The unit can be turned on again by pressing the **On/Off** button. The unit will also automatically turn off when the batteries are very low. A warning will be displayed on screen as a reminder to change the batteries.

NOTE: If the unit powers down while playing, we suggest changing the batteries.

TO BEGIN PLAY

- Press the **On/Off** button to turn the unit **On**. A short animation will play and you will be asked to select an activity.
- Plug-in a vehicle to start. Slide one of the **Mode buttons** to choose any of the 3 Modes. Then press one of the **Location Buttons** on the unit to play a game.
- Press one of the **Character Buttons** on the unit to play an animation and to play a fun phrase related to that character.

ACTIVITIES

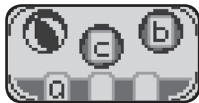
The **VTech® PJ Masks Super Learning Headquarters** offers a total of 12 activities to play.

Vehicles Mode



Activity 1: Alphabet Balls

Luna Girl is catching butterflies to be her new sidekicks! Race through the park with the PJ Masks to stop her and learn about letters as you go!



During the racing game, move the vehicle controller to avoid the obstacles.

In the learning game, use the vehicle to choose the correct alphabet order then press the **Windscreen** to confirm.

There are 3 levels for both the moving speed of the obstacles in the race game and the number of alphabet balls in the learning game.



Activity 2: Number Chase

Oh no! The Fairground Flyer train has been hijacked by Romeo! Help the PJ Masks chase after him and learn about numbers to stop the Tracker-Whacker!



During the racing game, move the vehicle controller to collect branches.

In the learning game, use the vehicle to choose the correct number then press the **Windscreen** to confirm.

There are 3 levels for both the moving speed of the obstacles in the racing game and the number of branches to collect in the learning game.



Activity 3: Beginning Letters

Help the PJ Masks zoom after Night Ninja to get back the stolen artwork. Use your knowledge of beginning letters to track down Night Ninja.



During the racing game, move the vehicle controller to avoid the obstacles.

In the learning game, use the vehicle to find the beginning letter then press the **Windscreen** to confirm.

There are 3 levels for both the moving speed of the obstacles in the racing game and the variety of different letters that appear in the learning game.



Activity 4: Shape Puzzle

Use pattern logic skills to help the PJ Masks fix their vehicles.

Use the vehicle to choose then press the **Windscreen** to confirm.

There are 3 levels of difficulty for the pattern that needs to be matched.



Science Mode



Activity 5: Butterfly Life Cycle

Let's learn about the butterfly life cycle and help raise a butterfly.

Choose a caterpillar, then feed and play with it. Use the vehicle to choose then press the **Windscreen** to confirm.



Activity 6: Fruit or Vegetable?

At the fun fair, the fruit and vegetables have been mixed up. Sort the food into the correct categories.

Use the vehicle to choose the correct fruit or vegetables then press the **Windscreen** to confirm.





Activity 7: Around the World

At the museum, we can learn facts about countries and cities around the world.

Use the vehicle to choose then press the **Windscreen** to confirm.



Activity 8: Animal Footprints

The HQ surveillance camera has picked up some animal shadows. Help the PJ Masks match the footprints and shadows with the correct animal names.

Use the vehicle to choose the correct footprints then press the **Windscreen** to confirm.



Problem Solving Mode



Activity 9: Fix the Pipes

Luna girl has broken the town water fountain pipes so she can fill up her new paddling pool. Use logic skills to help the PJ Masks select the correct shape of pipe to fix the system.

Use the vehicle to choose then press the **Windscreen** to confirm.



Activity 10: Hide and Seek

Night Ninja has stolen some musical instruments and hidden them in box at the Fun Fair.



A short tune of the musical instrument will play in the box, then the boxes will swap around. Find the correct box containing the musical instrument. Use the vehicle to choose then press the **Windscreen** to confirm.



Activity 11: Picture Matching

Romeo has broken all the paintings in the museum. Fix the paintings by matching the pictures to the shape.

Use the vehicle to choose then press the **Windscreen** to confirm.



Activity 12: Headquarters Code

Watch for the sequence of arrow flashes, remember the order, then repeat the sequence by moving the vehicle in the same directions.

Use the vehicle to play.



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 or the unit can't be turned on again, then please follow these steps:

1. Turn the unit **OFF**.
2. Interrupt the power supply by removing the battery.
3. Let the unit stand for a few minutes, then replace the battery.
4. Turn the unit back **ON**. The unit will now be ready to play again.
5. If the unit does not work, replace with an entire set of new battery.

If the problem persists, please call our Consumer Services Department on 0330 6780149 (from UK) or +44 3306 780149 (outside UK), and a service representative will be happy to help you.

IMPORTANT NOTE:

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 call our Consumer Services Department at 0330 6780149 (from UK) and +44 3306 780149 (outside UK) with any problems and/or suggestions that you might have. A service representative will be happy to help you.

**CLASS 1
LED PRODUCT**

CONSUMER SERVICES

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UK Customers:

Phone: 0330 678 0149 (from UK) or +44 330 678 0149 (outside UK)

Website: [www.vtech.co.uk/customer support](http://www.vtech.co.uk/customer-support)

Australian Customers:

Phone: 1800 862 155

Website: support.vtech.com.au

NZ Customers:

Phone: 0800 400 785

Website: support.vtech.com.au

PRODUCT WARRANTY/ CONSUMER GUARANTEES


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Read our complete warranty policy online at vtech.co.uk/warranty.

Australian Customers:

VTECH ELECTRONICS (AUSTRALIA) PTY LIMITED –
CONSUMER GUARANTEES

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91-003508-006