

## User's Manual



### **Pet Hotel**



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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...

deline

Interactive toys to develop their imagination and encourage language development

#### Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

### I need...

...challenging activities my growing mind

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

...National Curriculum based content to support what I'm

that can keep pace with

learning at school

### 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

lam...

...responding to colours, sounds and textures

vtech Bally

stimulate their interest

in different textures, sounds and colours

Toys that will

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

*Birth-36* months

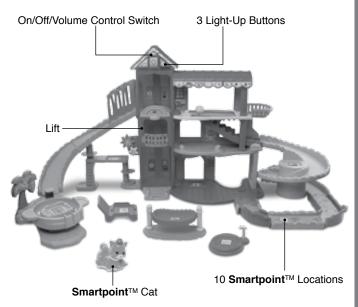




### INTRODUCTION

Thank you for purchasing the VTech® Toot-Toot Animals Pet Hotel learning toy!

This pet hotel includes 10 different **SmartPoint**<sup>™</sup> locations. Roll the **SmartPoint**<sup>™</sup> Cat over them to hear different phrases, music or fun sound effects. You can also connect the tracks to other **Toot-Toot Animals** play sets for more fun! (Each sold separately).



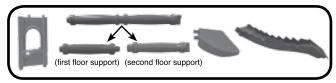
### INCLUDED IN THIS PACKAGE



- · One VTech® Toot-Toot Animals Cat
- One roof
- One SmartPoint™ lift
- · One exit
- · One hotel roof



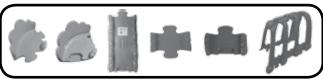
- · One hotel wall
- One SmartPoint<sup>™</sup> ground floor
- · One first floor
- · One second floor



- · One ground floor support
- One first floor support (left) and one second floor support (right), separate them before assembling
- · One small support board
- · One ladder



- One SmartPoint<sup>™</sup> balcony
- One connection track
- One spiral platform
- One SmartPoint<sup>™</sup> spiral track
- One straight track



- · One 90-degree track male
- One 90-degree track female
- One SmartPoint<sup>™</sup> straight track
- One 1/4 straight track male
- · One male/female track
- · One tunnel



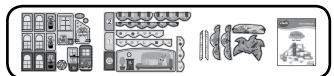
- · Two spiral ramp tracks
- · One small grassland
- One small support
- · One big support
- One SmartPoint™ platform



- One tree
- One diving-platform
- · One basement
- One SmartPoint<sup>™</sup> pool
- · One gear device



- One SmartPoint<sup>™</sup> chair
- One SmartPoint™ microphone stand
- One microphone
- One SmartPoint<sup>™</sup> hammock
- · Two hammock poles
- · One pedestal



- · Six sheets of labels
- · One user's manual

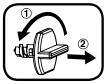
WARNING: All packing materials, such as tape, plastic sheets,

packaging locks and tags are not part of this toy, and should be discarded for your child's safety.

NOTE: Please keep this user's manual as it contains important

information.

### Unlock the packaging locks:

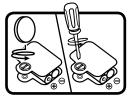


- 1 Turn the packaging lock anti-clockwise several times.
- ② Pull out and discard the packaging lock.

### **GETTING STARTED**

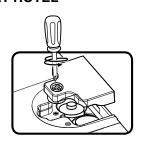
#### **BATTERY INSTALLATION - CAT**

- 1. Make sure the unit is turned **OFF**.
- Locate the battery cover on the bottom of the Cat. Use a coin or a screwdriver to loosen the screw.
- Install 2 new AAA (AM-4/LR03) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance).
- 4. Replace the battery cover and tighten the screw to secure.



#### **BATTERY INSTALLATION - PET HOTEL**

- 1. Make sure the unit is turned OFF.
- Locate the battery cover on the back of the **Pet Hotel** roof. Use a screwdriver to loosen the screw.
- Install 2 new AA (AM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance).
- 4. Replace the battery cover and tighten the screw to secure.



#### **BATTERY NOTICE**

- Use new alkaline batteries or fully charged NI-MH (Nickel Metalhydride) 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 (carbonzinc) or rechargeable (Ni-Cd, Ni-MH), 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 wheelie 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.

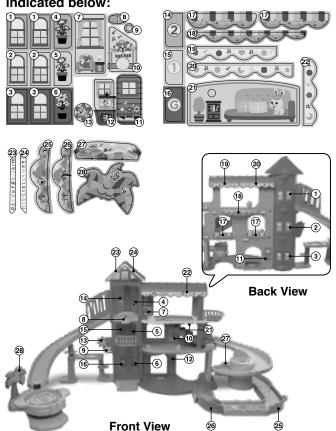
Help protect the environment by disposing of your product or batteries responsibly.

For more information, please visit:

www.recycle-more.co.uk

www.recyclenow.com

Please stick the labels to the play set securely as indicated below:

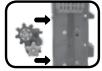


### **ASSEMBLY INSTRUCTIONS**

With the VTech® Toot-Toot Animals Pet Hotel, safety comes first. To ensure your child's safety, adult assembly is required.

 Put the SmartPoint™ lift on the ground, and then insert the exit, gear device and the roof into it as shown below.







 Connect the SmartPoint™ ground floor and the small support board to the SmartPoint™ lift, and insert the ground floor support into the SmartPoint™ ground floor, and then insert either end of the first floor into the SmartPoint™ ground floor, as shown below.







 Insert the first floor support to the first floor, and then insert either end of the second floor into the first floor support and the SmartPoint™ lift, as shown below.

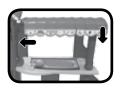




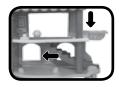
4. Use the hotel wall to fix the three floors.



Insert the second support into the second floor, and attach the hotel roof to the support.



 Insert the SmartPoint<sup>™</sup> balcony and the ladder into the second floor respectively.



 Insert the SmartPoint<sup>™</sup> spiral track into the spiral platform, and then use the connection track to link the SmartPoint<sup>™</sup> lift with the SmartPoint<sup>™</sup> spiral track as shown below.

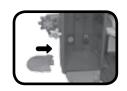




 Connect the male/female track to the SmartPoint™ ground floor, and then successively join the 1/4 straight track male, 90-degree track female, SmartPoint™ straight track, 90-degree track male, straight track and spiral platform.



 Insert the small grassland into the bottom of the SmartPoint™ lift.



10. Insert either end of the small support into the small grassland and the SmartPoint™ platform, and then connect the big support to the SmartPoint™ platform.



 Insert one spiral ramp track into the SmartPoint™ lift and then connect the big support to the spiral ramp track.

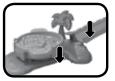


12. Insert the tunnel into the spiral ramp track and then join the two spiral ramp track.



13. Insert the tree and diving-platform into the basement of SmartPoint™ pool, and then join the spiral ramp track, the basement and the pool.





14. Insert either end of the bed into the two poles, and then insert the two poles into the pedestal to form the SmartPoint™ hammock.



15. Insert the microphone into the **SmartPoint**™ microphone stand.



 Put the SmartPoint<sup>™</sup> chair, hammock and microphone on the different hotel floors.



Once you've completed the above steps, you are ready to play! Refer to the product image on the cover page of the manual for one way to set up the **Pet Hotel**. You can connect these track pieces to the other included track pieces or you can connect this play set to other **Toot-Toot Animals** play sets (each sold separately).

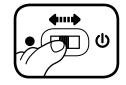
### **EXPAND & EXPLORE**

Connect to the **Toot-Toot Animals Deluxe Track Set** or other **Toot-Toot Animals** play sets (each sold separately) to expand the **Pet Hotel** and inspire creativity.

### **PRODUCT FEATURES - CAT**

#### 1. ON/OFF SWITCH

To turn the unit ON, slide the ON/OFF SWITCH to the ON (0) position. To turn the unit OFF, slide the ON/OFF SWITCH to the OFF ( $\textcircled{\bullet}$ ) position.



#### 2. AUTOMATIC SHUT-OFF

To preserve battery life, the VTech® Toot-Toot Animals Cat will automatically power down after approximately 45 seconds without input. The unit can be turned on again by pressing the light-up button or pushing the Cat quickly.

Note: This product is in try-me mode in the packaging. After opening the package, turn the Cat off and on again to proceed with normal play. If the unit powers down while playing, we suggest changing the batteries.

### **ACTIVITIES - Cat**

1. Slide the **ON/OFF SWITCH** to the **ON** (**((()**) position to turn the unit **ON**. You will hear a song, a phrase and sounds. The light will flash with the sounds.



Press the light-up button to hear Cat sounds, songs and phrases. The light will flash with the sounds.



Push the Cat to hear fun sounds and melodies. While the melody is playing, push the Cat again to add in fun sounds on top of the melody. The light will flash with the sounds



4. For added fun, the Cat interacts with VTech® Toot-Toot Animals play sets (each sold separately). Simply roll or put the Cat on one of the play set's SmartPoint™ locations to hear the Cat play sounds, short tunes and sing-along songs.



#### PRODUCT FEATURES - PET HOTEL

#### 1. ON/OFF/VOLUME CONTROL SWITCH

To turn the unit ON, slide the ON/OFF/
VOLUME CONTROL SWITCH to the low volume (◄)) or high volume (◄)) position. To turn the unit OFF, slide the ON/OFF/VOLUME CONTROL SWITCH to the OFF (♠) position.



#### 2. SMARTPOINT™ LOCATIONS

The **Pet Hotel** includes 10 **SmartPoint**<sup>™</sup> locations that interact with the included **SmartPoint**<sup>™</sup> Cat or other **Toot-Toot Animals** (each sold separately). Simply roll or place the animal over a **SmartPoint**<sup>™</sup> location to hear fun sounds, phrases and music.

#### 3. AUTOMATIC SHUT-OFF

To preserve battery life, the VTech® Toot-Toot Animals Pet Hotel will automatically power-down after approximately 40 seconds without input. To wake up the unit, activate any of the electronic features on the play set.

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

### **ACTIVITIES - PET HOTEL**

 Slide the ON/OFF/VOLUME CONTROL SWITCH to either volume setting to turn the unit on. You will hear a song, phrase and fun sounds. The lights will flash with the sounds.



- Press the Light-Up Buttons to hear fun phrases, sounds, songs and melodies. The lights will flash with the sounds.
- Place a Toot-Toot Animal on the lift and press the round button on the lift, and it will go up or down. As the lift reaches each floor you will hear fun sounds and phrases.



4. There are two ways for you to choose when the lift reaches the second floor. To the left, the Toot-Toot Animal will go down the ramp track to approach the SmartPoint™ pool. If your Toot-Toot Animal turns right, it will come to the SmartPoint™ balcony when the door is closed, or it will slide down the ladder and the SmartPoint™ spiral track, to approach the SmartPoint™ ground floor, when the door is open.



 Place a Toot-Toot Animal on the SmartPoint™ chair, you will hear sounds and phrases.



 Place a Toot-Toot Animal on the SmartPoint™ balcony, you will hear sounds and phrases.



 Place a Toot-Toot Animal on the SmartPoint™ microphone stand, you will hear songs and melodies.



 Place a Toot-Toot Animal on the SmartPoint™ hammock, you will hear sounds and phrases.



 Place a Toot-Toot Animal on the SmartPoint™ ground floor, you will hear sounds.



 Place a Toot-Toot Animal on the SmartPoint<sup>™</sup> straight track, you will hear sounds and phrases.



 Place a Toot-Toot Animal on the SmartPoint™ lift, you will hear sounds and phrases.



 Place a Toot-Toot Animal on the SmartPoint™ platform, you will hear sounds.



13. Place a Toot-Toot Animal on the **SmartPoint**™ pool, you will hear sounds.



 Place a Toot-Toot Animal on the SmartPoint™ spiral track, you will hear sounds and phrases.



### SING-ALONG SONG LYRICS

#### SONG 1

Time to play all day long,

Going down the slide and zipping along.

This is amazing,

Yeah, yeah! It's amazing.

#### SONG 2

The alarm is ringing, the alarm is ringing, Rise and shine, rise and shine.

#### SONG 3

The afternoon sun is out.

Let's dance and sing, and slide and swim!

#### SONG 4

What a beautiful night, The moon is so big, And the stars are so bright!

### **MELODY LIST:**

- 1. If You're Happy and You Know It
- 2. Animal Fair
- 3. Camptown Races
- 4. Hey Diddle Diddle
- 5. Home on the Range
- 6. Home Sweet Home
- 7. The Mulberry Bush
- 8. Polly Put the Kettle On
- 9. Teddy Bears Picnic
- 10. Three Little Kittens
- 11. Entertainer
- 12. Hickory Dickory Dock
- 13. Pat-a-Cake
- 14. Hot Cross Buns
- 15. Pease Porridge
- 16. Ring Around a Rosy
- 17. Ta Ra Ra Boom De Ay
- 18. Turkey in the Straw
- 19. Twinkle Twinkle Little Star
- 20. Rock-a-Bye Baby

### **CARE & MAINTENANCE**

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from any direct heat source.
- Remove the batteries when the unit will not be in use for an extended period of time.
- 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. 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.
- 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 on 01235 546810 (from UK) or +44 1235 546810 (outside UK) and a service representative will be happy to help you.

### **TECHNICAL SUPPORT**

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual problem you are experiencing.
- · The actions you took right before the problem started.

Internet: www.vtech.co.uk

Phone: 01235 546810 (from UK), or +44 1235 546810 (outside UK)

#### 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 on 01235 546810 (from UK), or +44 1235 546810 (outside UK), with any problems and/or suggestions that you might have. A service representative will be happy to help you.





#### PRODUCT REGISTRATION

# Visit www.vtech.co.uk/clubvtech/login to register your VTech product

By joining the VTech Club you can also enter competitions, find out about news and events, seek expert advice for parents and let your kids play fun learning games and activities.



#### PRODUCT WARRANTY

Thank you for choosing this quality product from VTech. We hope it will bring many hours of entertainment, imaginative play and learning.

- The product detailed above is covered by a one year warranty from the date of purchase, against any defects in materials or workmanship.
- The product may be returned to the place of purchase. Alternatively the product can be returned to VTech Electronics Europe plc (see address below), with proof of purchase, without proof of purchase no replacement will be provided.
- 3. VTech Electronics Europe plc will examine the product and if it is found to be defective due to faulty materials or workmanship, will replace the product at their discretion.
- 4. If the product covered by this warranty is damaged due to misuse, modification or unauthorised repair, or because of faulty batteries, battery discharge or incorrect electrical connections, then this warranty becomes void.
- 5. This warranty is personal to the original purchaser and is not transferable.
- 6. Breakages to the LCD screen are not covered by the warranty.
- 7. Returns to VTech Electronics Europe plc should include a cheque or postal order for £1.50 towards the cost of return postage and packaging.
- Products returned to VTech Electronics Europe plc, should be addressed as follows and packed carefully to avoid damage in transit (Please do not include batteries or adaptor). Please include details of the fault together with your name and address.
- To keep an online record of your warranty, please register your product online at www. vtech.co.uk/warranty

Vtech Electronics EU PLC, c/o XPO Logistics, Warehouse 350, Cat & Fiddle Lane, West Hallam, DE7 6HE

THIS WARRANTY IS OFFERED AS AN EXTRA BENEFIT AND DOES NOT AFFECT CONSUMERS' STATUTORY RIGHTS.

This warranty is valid for the UK and Eire only. For products purchased outside the UK and Eire, please contact your local distributor or place of purchase.

