

PAW Patrol The Movie Learning Watch (\$14.99)

AW Release Date: 2020/03/05

Purpose: Printing version

IM Size: 101 X 127 MM

C&P Designer/Leader: Martin Hu / Leo Mo

UK Designer: Graham Fisker

Game/PT Designer: Aundy Huang / Rae Wong



Parents' Guide

PAW Patrol: The Movie: Learning Watch



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91-003986-002-000 (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...

Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

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



4-10 years

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

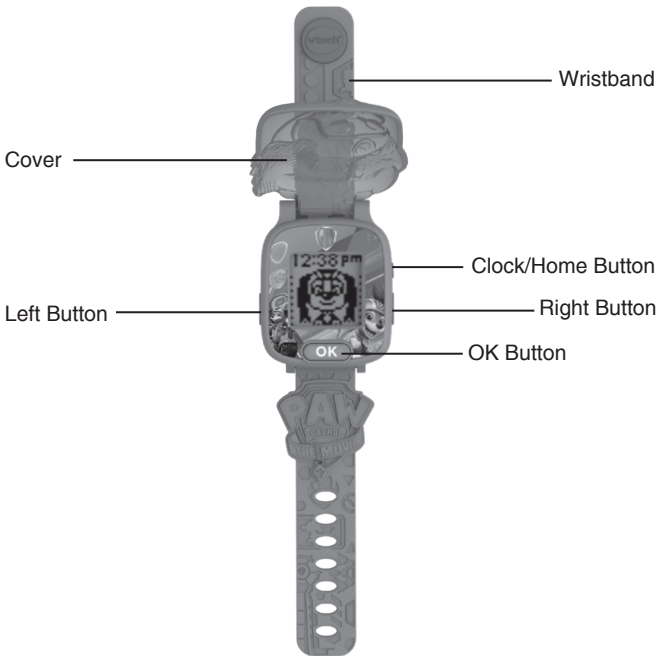


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INTRODUCTION

Thank you for purchasing the **PAW Patrol: The Movie: Learning Watch**.

This full-function watch includes four fun, PAW Patrol: The Movie-themed learning games that teach numbers, memory skills and hand/eye coordination. You can also choose from a number of different PAW Patrol clock faces and alarm tones to personalise your watch.



INCLUDED IN THIS PACKAGE

- **PAW Patrol: The Movie: Learning Watch**
- One CR2450 battery
- Parents' 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 keep this Parents' Guide as it contains important information.

PRODUCT SPECIFICATION

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.

WARNING

People with very sensitive skin may notice some irritation after wearing the **PAW Patrol: The Movie: 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.

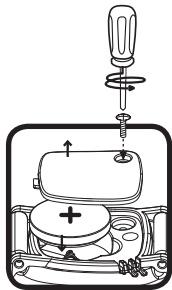
INSTRUCTIONS

Power Source

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

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.
3. If a used battery is present, remove this battery from the unit by pulling up on one end of the battery.
4. Install one new CR2450 battery following the diagram inside the battery box.
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

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

Symbol	Meaning
	Warning: Contains coin battery
	Read operator manual

WARNING:

This product contains one or more button cell or coin batteries. If swallowed, a button cell or coin battery can cause internal chemical burns in as little as two hours and can 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, and go straight to the nearest hospital emergency department.

Australia/New Zealand

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 (in Australia) or 24-hour National Poisons Centre on 0800 764 766 (in New Zealand) for fast, expert advice and go straight to the nearest hospital emergency room.

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.

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

VTech® cares for the planet.

Care for the environment and give your toy a second life by disposing of it at a small electricals collection point so all its materials can be recycled.

In the UK:

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

In Australia & New Zealand:

Check with you local council for kerbside collections.

TO BEGIN USING:

When you use the watch for the first time, you will need to deactivate demo mode. To do this, open the **Cover**, and press the **Left + Right + OK Buttons** together for approximately five seconds. You will then hear three beeping sounds to indicate that normal play mode is active. Press any button to wake up 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 will be displayed when the setting is complete.


Note

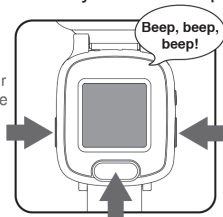
- When the battery level is low, most functions on the watch will be unavailable, except for the clock display. It is recommended that a new battery is installed as soon as possible before further use.
- If the battery level is too low to keep the clock running, you will need to enter the time again after the battery has been replaced.

Deactivating Demo Mode

To deactivate the demo mode of this watch, press the Left + Right + OK Buttons together for about 5 seconds. You will then hear three beeping sounds to confirm that normal play mode has been activated.

Note

When the battery level is low, change to a new battery as soon as possible. 



PRODUCT FEATURES

1. Cover

Open the **Cover** to view the time. When the **Cover** is closed, tap the bottom of the **Cover** to activate character voices and sounds with a light effect.

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 move to the next option in different activities.

4. Clock/Home Button






Press the **Clock/Home 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 Button** to display the Home Menu from where other activities can be selected.

6. Home Menu

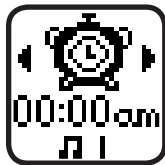
Press the **Left** or **Right Button** to display the Home Menu. There are five activities to choose from:

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

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

7. Alarm Clock

- Press the **Left** or **Right Button** to select the time and choose between 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 setting.



8. 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.



9. 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 setting.
- 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 Buttons** to reset.

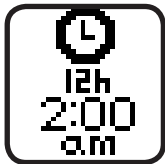


10. Settings

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

10.1. Setting the Time

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



10.2. Clock Face

- Press the **Left** or **Right Button** to select from 10 different clock faces.
- Press the **OK Button** or **Clock/Home Button** to confirm and save the setting.



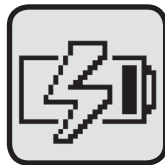
10.3. Chickaletta Cuckoo Clock

- Press the **Left** or **Right Buttons** to turn the Cuckoo Clock on or off.
- Press the **OK Button** or **Clock/Home Button** to confirm and save the setting.
- 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.



14. Automatic Shut-Off

To preserve battery life, the **PAW Patrol: The Movie: Learning Watch** will automatically go into sleep mode after approximately 30 seconds without input. The unit can be turned on again by pressing any button or opening the cover.



Note

The **PAW Patrol: The Movie: Learning Watch** will not automatically go into sleep mode 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.

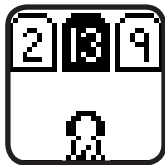
ACTIVITIES

1. Games

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

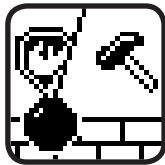
1.1 Adventure City Waits

Help Marshall find his way around Adventure City. Press the **Left** or **Right Button** to avoid the obstacles, and press the **OK Button** to cross the road. Then press the **Left** or **Right Button** to select the biggest or smallest number, and press the **OK Button** to confirm.



1.2 Wrecking Ball Rescue

Use Rubble's wrecking ball to hit the target and rescue Chase. When the wrecking ball points to the target, press the **OK Button** to hit it.



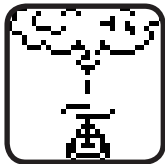
1.3 Train Mission

Solve the mystery code to save the train passengers. Remember the number sequence on the screen. Press the **Left** or **Right Button** to choose the matching number sequence, then press the **OK Button** to confirm.



1.4. Take to the Skies

Avoid the obstacles and help Skye stop the Cloud Catcher from releasing bad weather over Adventure City. Press the **Left** or **Right Button** to avoid the obstacles.



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