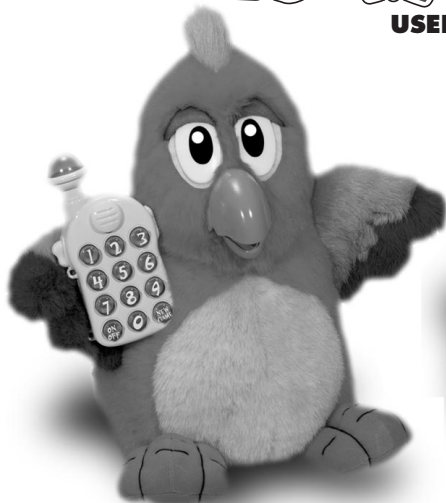


VTECH[®]

LITTLE SMART

MR. SQUAWKY TALKY™

USER'S MANUAL



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Printed in China
91-01327-000 (美)

Dear Parent:

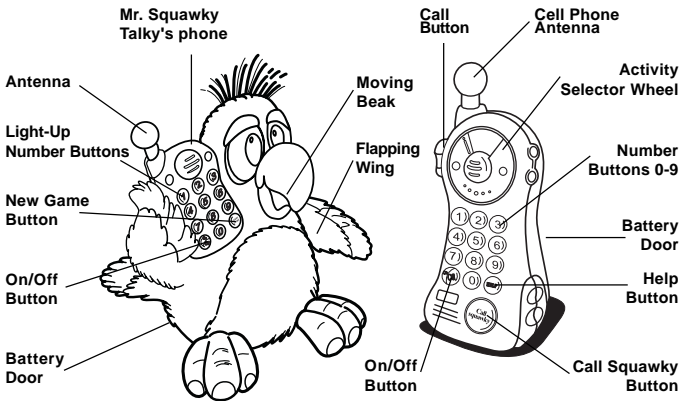
At VTech® we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. Whether it's learning about letters, numbers, geography or algebra, all VTech® learning products incorporate advanced technologies and extensive curriculum to encourage children of all ages to reach their potential.

When it comes to providing interactive products that enlighten, entertain, and develop minds, at VTech® we see the potential in every child.

INTRODUCTION

Thank you for purchasing the **VTECH® Little Smart Mr. Squawky Talky™** learning toy. We at **VTECH®** are committed to providing the best possible products to entertain and educate your child. Should you have any questions or concerns, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada.

The **VTECH® Little Smart Mr. Squawky Talky™** learning toy is the talkin', squawkin' parrot that teaches fun, interactive games. This funny, plush parrot will keep children entertained for hours with his seven, fun learning tricks featuring counting, math, follow me, learning real phone numbers, music, and his favorite, Squawky Says. **The Little Smart Mr. Squawky Talky™** teaching parrot interacts with the separate cell phone by the touch of the number buttons. His lively, interactive personality, funny sounds, and body movements will keep children squawkin' with laughter!



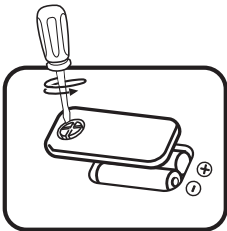
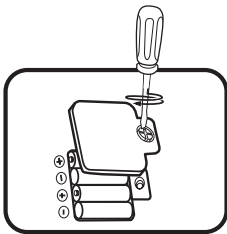
INCLUDED IN THIS PACKAGE

- One VTECH® Little Smart Mr. Squawky Talky™ learning toy.
- One separate cell phone learning toy.
- One instruction manual.
- One demonstration Try Me connector wire.

WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety.

BATTERY INSTALLATION

1. Make sure the learning toys are off.
2. Locate the battery covers on the bottom of each unit. Use a screwdriver to open the battery covers.
3. Install 4 new "AA" (UM-3/LR6) batteries into the Little Smart Mr. Squawky Talky™ learning toy and 2 new "AA" (UM-3/LR6) batteries into the separate cell phone following the diagram inside the battery boxes. (The use of new alkaline batteries is recommended for maximum performance.)
4. Replace the battery covers and tighten the screws to secure the battery covers.



BATTERY NOTICE

- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not use batteries of different types.
- Remove exhausted or new batteries from the equipment when you are not going to use the learning toys for a long time.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals should not be short-circuited.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

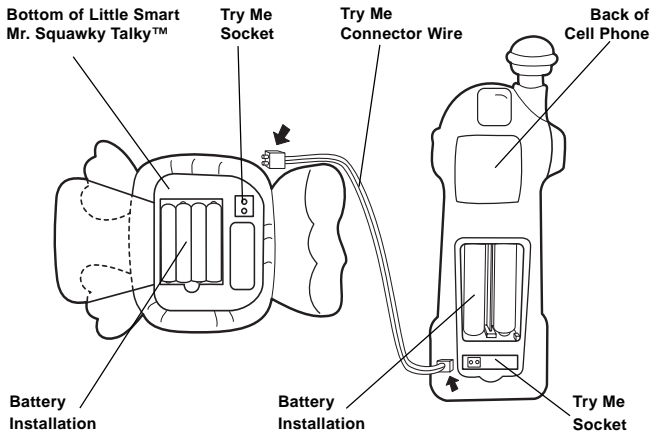
NOTE: If for some reason the product/activity stops working, please follow these steps:

1. Please 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 on. The unit will now be ready to play again.

If, after following the above steps, you are still having a problem, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada and a service representative will be happy to help you.

TRY-ME PACKAGE

After removing **Little Smart Mr. Squawky Talky™** from the box, please remove the Try Me connector wire from **Little Smart Mr. Squawky Talky™** and the separate cell phone toy. This wire is not intended for permanent use. It is designed specifically for demonstration purposes only. Please discard for your child's safety.

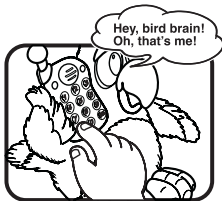


TO BEGIN PLAY

The separate cell phone and **Little Smart Mr. Squawky Talky™** can be played with individually. Each toy offers fun, educational learning, but when combined together, they provide an exciting, interactive play opportunity.

Little Smart Mr. Squawky Talky™ Toy

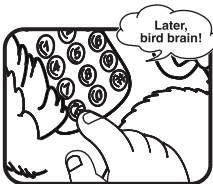
1. To begin play, press the **On/Off Button** to turn Squawky on. You will hear “Hey, bird brain! Oh, that’s me!” with dialing and phone ringing sounds. Mr. Squawky Talky™ will flap his wing and shake his head. Watch his beak move as he speaks!
2. Press the **New Game Button** to start a new game. You will hear different introductory phrases as you begin each activity.
3. Press the **Light-Up Number Buttons** on Squawky’s phone to answer the questions according to the different activity instructions. You can play with Squawky without the Cell Phone Toy, too. The game play of each activity is the same as using the Cell Phone Toy, but instead simply press the buttons on Squawky’s phone.
4. If there is no input from the cell phone for about 25 seconds, you will hear an encouraging phrase such as “Hey! Let’s get going!”



5. If there is no input after several minutes from the cell phone, Squawky will automatically turn off.

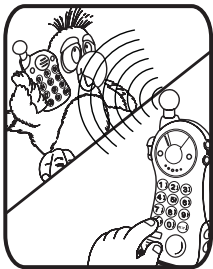


6. Press the **On/Off Button** again to turn Squawky off. You will hear "Later, bird brain!" followed by Squawky laughing.



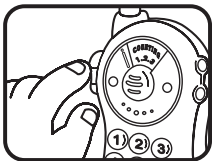
Cell Phone Toy

1. To begin play, press the **On/Off Button** on the separate cell phone and it will send an interactive, infrared signal to Squawky. The distance between the two learning toys, in order for them to transmit the infrared signal, should be within 15 feet. Also, you may stand within a 45 degree radius in order for the signal to receive each other. Always remember to keep the antennae on both phones pointed towards each other.



2. Next, you will hear “Long distance call from Squawky. Pick up.”

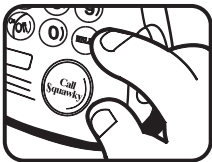
3. Press the **Call Button** or turn the **Activity Selector Wheel** to start the game selected.



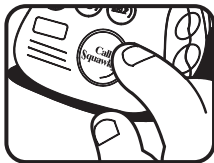
4. Press the number buttons to hear them identified or to hear single tones, depending on which activity you are playing.



5. Press the **Help Button** to send the help signal to Squawky. You will then hear a dialing sound and a phone ringing sound.



6. Press the **Call Squawky Button** to see Squawky demonstrate all seven activities at a glance.



7. If there is no input from the cell phone for about one minute, you will hear a fun phrase such as "I'm waiting!"



8. Press the **On/Off Button** again to turn off the separate cell phone. You will hear "I'm going! Later!"



9. If there is no input after several minutes, the cell phone will automatically turn off.

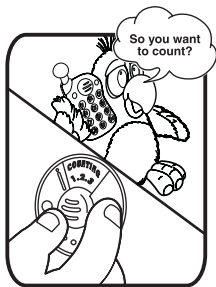


ACTIVITIES

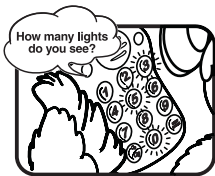
As you enter into an activity by turning the Activity Selector Wheel, you will hear the phone ringing and “pick-up” sound. You will also see the number buttons light up and Squawky’s body movements.

A. Counting

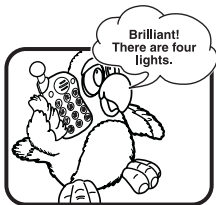
1. Turn the **Activity Selector Wheel** to **Counting**. You will hear “So, you want to count” followed by the parrot asking a trick question! Then he will ask a serious question such as “How many lights do you see?” Squawky will light up the number buttons on his phone.



2. Count the number of lights you see and then use the number buttons on the separate cell phone to answer the question.



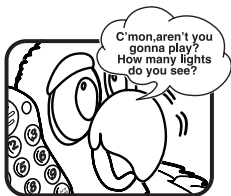
3. If you answer the question correctly, you will hear a rewarding phrase and lively sound effect. Then Squawky will ask you a new question.



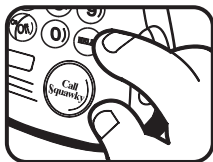
4. If you answer the question incorrectly, you will hear an encouraging phrase along with a sound effect. After three tries, the correct answer will be identified. Squawky will light up the numbers to show the correct answer. Then he will ask a new question.



5. If there is no input from the cell phone after 25 seconds, you will hear the previous question repeated.

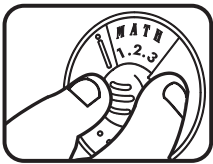


6. Press the **Help Button** once at any time to hear the question repeated. Press the button a second time to hear the answer identified.



B. Math

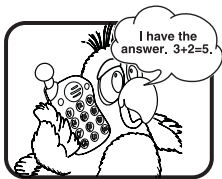
1. Turn the **Activity Selector Wheel** to **Math**. You will hear “Okay, Einstein! Let's do some math...” as Squawky laughs. Then he will ask you a question such as “Okay! Let's get real! What is $3 + 2$?” or “What is $5 - 4$?” Squawky will light up the numbers as each one is identified.



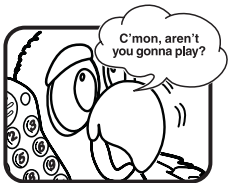
2. Use the number buttons on the separate cell phone to answer the question. If you answer the question correctly, you will hear a rewarding phrase and a lively sound effect, and a new question will be asked.



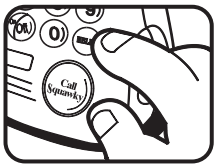
3. If you answer the question incorrectly, you will hear an encouraging phrase along with a sound effect. After three tries, you will hear the correct answer identified followed by a new question.



4. If there is no input from the cell phone after 25 seconds, you will hear the previous question repeated.



5. Press the **Help Button** once at any time to hear the question repeated. Press the button a second time to hear the answer identified.



C. Follow Me

1. Turn the **Activity Selector Wheel** to **Follow Me**. You will hear "Let's play hopscotch on the phone." Follow the numbers." Then Squawky will ask you to press the corresponding number that is flashing on his phone. Use the separate cell phone to choose the number.



2. If you press the **Number Buttons** correctly, you will hear a rewarding phrase and a lively sound effect. Then Squawky will ask you to press the original numbers, but will add an additional number every time you answer the sequence correctly. The sequence can go up to 30 numbers to really challenge your memory!



3. If you press the number buttons incorrectly or if there is no input for about 10 seconds, you will hear an encouraging phrase and a sound effect. After the fourth try, Squawky will ask a new question.

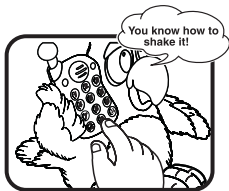


4. Press the **Help Button** once to hear the sequence of numbers repeated. Press the button a second time to hear the entire sequence identified.

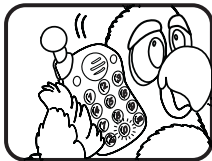


D. Rhythm Race

1. Turn the **Activity Selector Wheel** to **Rhythm Race**. You will hear “Hey, time to shake your tail feathers. Follow the lights to get rockin’.”
2. Press **Button 0** on the separate cell phone to begin. You will hear “Let’s get going!” to start the game while exciting background music plays.
3. Use the **Number Buttons** on the separate cell phone to match the numbers flashing on Squawky’s phone. If you can follow the numbers flashing on Squawky’s phone, you will hear a silly sound effect as you press each number button. If you can follow the light pattern continuously three times, you will hear a rewarding phrase such as “You know how to shake it!”



4. If you cannot follow the lights, you will hear an encouraging sound. A new game will start when one melody finishes playing and then pressing **Button 0**.

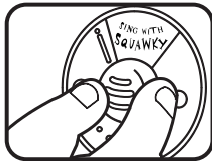


5. If there is no input from the cell phone for the first 5 seconds, you will hear the introductory phrase repeated. If there is no input after 10 seconds, you will hear "Okay, I'm waiting! Press "0" when you're ready."



€. Sing with Squawky

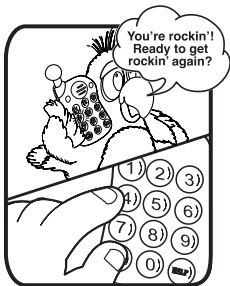
1. Turn the **Activity Selector Wheel** to **Sing with Squawky**. You will hear "Okay, let's get your voice warmed up. Press a number to change my voice. Press "0" when you're ready."



2. Press **Button 0** to start the melodies. You will hear "Let's get rockin'!"



3. Press the **Number Buttons** to change the sound of the parrot's voice as he hums the melodies. You will hear "You're rockin'! Ready to get rockin' again?" after one melody plays. Press **Button 0** again to start a new game with different melodies.



4. If there is no input from the cell phone after several chords of the melody plays, you will hear "I'm waiting." **Button 0** on Squawky's phone will flash until you press 0 on the separate cell phone.



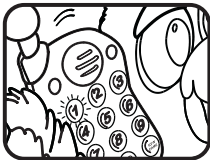
F. Important Phone Numbers

1. Turn the **Activity Selector Wheel** to **Important Phone Numbers**. You will hear "Hey, what's the number for 9-1-1? That's a trick question." as Squawky laughs.

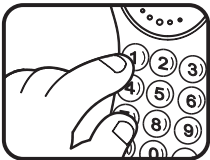


2. You will see the light-up number buttons 1, 2, and 3 flash.

Press **Button 1, 2 or 3** to select the phone number you wish to learn.



3. Press **Button 1** or **Button 2** to enter your home or friend's phone number. For example, you will hear "Enter your home phone number" when you press **Button 1**.

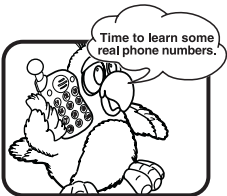


4. Press the number buttons on the separate cell phone to enter your real phone number. After you enter your real phone number, Squawky's phone will beep, indicating that your phone number was programmed successfully.

If you need to enter your phone number again, see **To Store Real Phone Numbers** on page 19.



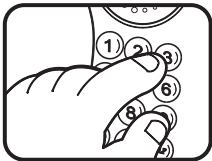
5. You will hear Squawky say "Time to learn some real phone numbers."



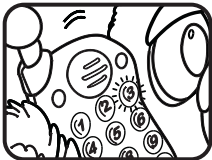
6. After you have programmed in your phone numbers successfully, press **Button 1** or **Button 2** to follow the lights on Squawky's phone. For example, you will hear "Follow the lights to learn your friend's phone number" when you press **Button 2**.



7. Press **Button 3** to learn your emergency phone number. You will hear the phrase "Follow the lights to learn your emergency phone number."



8. Squawky will continue to flash **Buttons 1, 2 and 3** until you choose one of them.



9. If there is no input from the cell phone for about 20 seconds, you will hear "I'm waiting!"



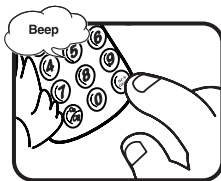
10. Follow the lights by pressing the numbers in the correct order to learn a phone number. If you follow them correctly, you will hear a rewarding phrase and a lively sound. Choose **Button 1, 2 or 3** again to start a new game.



11. If you cannot follow the lights in the correct phone number sequence, you will hear an encouraging sound until you input the correct phone number.

To Store Real Phone Numbers

1. Hold the **New Game Button** for three seconds to store your real phone numbers. You will hear a “beep” sound.



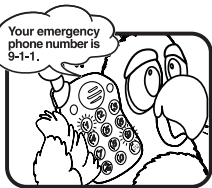
2. Press **0-0-1** to store your home phone number. You will hear “Enter your home phone number.” You will see the corresponding lights flash with the tones.



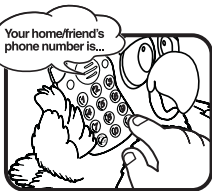
3. Press **0-0-2** to store your friend's phone number. You will hear "Enter your friend's phone number." You will see the corresponding lights flash with the tones.



4. The emergency phone number has been pre-programmed as 9-1-1. You will not be able to manipulate this phone number.

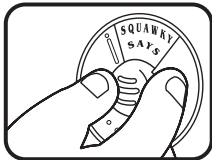


5. Press the **New Game Button** again to hear the phone number you entered. You will hear "Your home/friend's/emergency number is..." You can input up to 10 digits for the home and friend's phone numbers.



G. Squawky Says

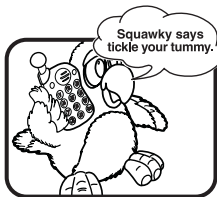
1. Turn the **Activity Selector Wheel** to **Squawky Says**. You will hear "Time to play Squawky Says! Scratch your head. Hey, What are you thinking about?" Squawky will laugh after he says his funny joke.



2. Then you will hear “Follow me when I say Squawky Says.” Press **Button 0** to start the game. You will hear “Let’s get going” as the background music plays. Then the game will start with “Squawky Says.” For example, you will hear “Squawky says tickle your tummy.”



3. Continue to follow Squawky's instructions until you do not hear him say “Squawky Says.” Then you will hear him laugh!



4. Press **Button 0** to start a new game after you hear “Are you warmed up?”



5. If there is no input from the cell phone after 20 seconds, you will hear “I’m waiting!”



MELODIES

The melodies included in this product are the following:

1. Bingo
2. This Old Man
3. Old MacDonald
4. Polly Wolly Doodle
5. The Wheels on the Bus
6. Be My Little Baby Bumble Bee
7. The Entertainer
8. Turkey in the Straw
9. The Wanderer
10. Beethoven's Fifth Symphony

CARE AND 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 source.
3. Remove the batteries when the unit is not 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.

IMPORTANT NOTE:

Creating and developing preschool 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 1-800-267-7377 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

NOTE:

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. (2) This device must accept any interference received, including any interference that may cause undesired operation.

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, use 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.