



Model G71026  
For 1 player / Ages 8 and up  
**INSTRUCTION MANUAL**  
P/N 82355600 Rev.A

To exit demo mode, press the “Reset” button on the game.

Congratulations, you're the proud owner of a new puppy! Your pet needs plenty of praise and attention to grow big and strong, so make sure you feed and walk her every day. As your puppy grows, you can play games with her, teach her a few new tricks, or even help her win the grand prize in a pet show!

BUTTON FUNCTIONS

**Select** - Press this button to select a high-lighted menu item.

**Volume** - Press this button to control the volume level during gameplay.

**Menu** - Press this button at any time to view the Main Menu (Home, Game, Trick, Feed and Walk).

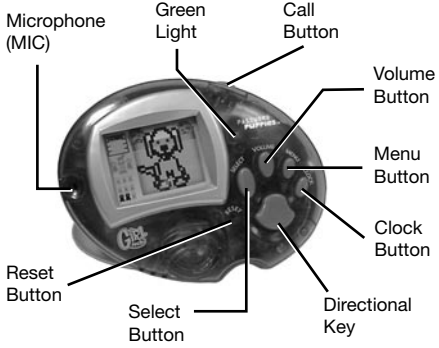
**Clock** - Press this button at any time to toggle between game and clock modes.

**Directional Keys (Up, Down, Left, Right)** - Use these buttons to scroll or toggle between menu items. You will also use these buttons in Game mode.

**Call** - Press this button at any time to wake the unit from sleep mode and enter voice commands.

**Green Light** - This light will come on automatically when in game and trick modes. When this light is on, speak your voice command. If you do not wait until this light is on, your puppy will not be able to "hear" your command.

**Reset** - Using a thin rounded object, press this button to reset your game. After resetting your game, you will need to adopt a new puppy and start from the beginning.



GETTING STARTED

Once you remove your Password Puppies game from the package, you will need to reset the game.

- Insert a small tool into the **Reset** hole on the front of the game. Gently press **Down directional key** until you see the words "Password Puppies" appear on the screen.
- Next, the words "Set time" will flash on the screen. Then you'll see 12:00 and a sun symbol, indicating that the clock is currently set to 12 midnight.
- Use the **Up** and **Down directional keys** to scroll through the minutes.
- When the minute is correct, press the **Left directional key**.
- Use the **Up** and **Down directional keys** to scroll through the hours. When you reach 12 noon, the Sun icon (representing A.M.) will change to a Moon icon (representing P.M.).

- When you're done setting the time, press the **Select** button.

ADOPTING YOUR PUPPY

Now it's time to choose your puppy!

- A sleeping puppy will appear on the screen. Press the **Right directional key** to scroll to the right, and you'll see three more puppies. Continue using the **Left** and **Right directional keys** to scroll between the puppies.
- When you see the puppy you want to adopt, press the **Select** button.
- The words "Do you want to adopt? Yes No" will scroll across the screen.
- Press the **Left** and **Right directional keys** to toggle between "Yes" and "No". When you have selected an answer, press the **Select** button.

NAMING YOUR PUPPY

Now that your puppy is home, it's time to choose a name!

- The words "Do you want to name your pet? Yes No" will scroll across the screen.
- If you select "Yes" the words "Please follow naming instructions" will scroll across the screen. If you select "No", you will repeat **"ADOPTING YOUR PUPPY"**.
- You will be asked to call your pet's name. "Call your pet's name now." If you do not hear audio instructions during this stage, you must reset the product and try a second time.
- Wait until the green light is on, then say your puppy's name. Be sure to speak clearly and slowly.
- You will be asked to repeat your puppy's name. "Please repeat".
- If you did not speak loud enough, or if there was too much noise in the background, you will be prompted to say your puppy's name again. "Louder please" or "Error, begin again".
- When you have recorded your puppy's name correctly, you will hear "Naming complete".

CALLING YOUR PUPPY

You'll need to call your puppy every time you return to the game to wake the unit from Sleep mode.

- Press the **Call** button.
- Wait until the green light is on, then say your puppy's name. Remember to speak clearly and slowly.
- Your puppy will appear on the screen.

**Note:** You may need to call your pet's name several times before your puppy appears on the screen. Remember to press the **Call** button each time, and wait until the green light is on before you say your puppy's name.

HELPING YOUR PUPPY GROW

With your help, your puppy will grow through four stages: New born, One Week, One Year, and Full Grown. In each stage, your puppy will be able to play new games and perform more tricks.

To help your puppy grow into the next stage, you will be responsible for feeding, walking and praising her each day. You will have a minimum amount of responsibilities for each stage. For example, in your puppy's New born stage, you must feed her 3 times, walk her 2 times and praise her 3 times. (You cannot feed or walk your puppy more than once per hour, but you can praise her as much as you'd like!)

Your puppy's day will end at midnight, so you must have completed the food, walk and praise responsibilities by that time. If you have completed your responsibilities for that day, your puppy will advance to the next stage. If you do not meet your responsibilities by midnight, your puppy will let you know that he's unhappy. (see section “Grad.” on below label.)

Label on battery door

	Home	Game	Trick	Grad.
New Born Stage	No Good Dog	Fetch: Fetch Drop It	None	Graduate pet to next stage, owner must do the following in one, 24-hr. period.
One Week Stage	No Wanna Play Tricks Good Dog Super Time	Fetch: Fetch Drop It Maze: Stay	Sit	Feed dog 3 times Walk dog 2 times per day
One Year Stage	No Wanna Play Tricks Good Dog Super Time	Fetch: Fetch Drop It Maze: Stay Course: Stay Up	Sit Shake Hands Up Speak	Praise 3 times per day "Good Dog"
Full Grown Stage	No Wanna Play Tricks Good Dog Super Time	Fetch: Fetch, Drop It Maze: Stay Course: Stay, Up Pet Show: All tricks	Sit, Shake Hands, Up, Speak, Beg, Dance, Roll Over, Play Dead	

VOICE COMMANDS SPEAK!

As he grows, your puppy will recognize and respond to your voice commands. Use these commands (see sections “Home” and “Trick” on above label) to see your puppy perform a trick, or play a game with you.

Remember to say your commands in a normal, calm voice. Background sounds or other voices may prevent your puppy from hearing your commands.

- Press the **Call** button.
- Wait until the green light is on, then say your command.
- If your pet did not understand your command, the puppy will tilt his head and whimper. Press the **Call** button and try again.

WANNA PLAY A GAME

Your pet can play four games: Fetch, Maze, Course and Pet Show. If your puppy is not old enough to play a particular game, the game will be crossed out in the Game Menu.

To play a game, press the **Menu** button.

- Use the **Up** and **Down directional keys** to highlight the word "Game". Then press the **Select** button.
- You will see the Game Menu.
- Use the **Up** and **Down directional keys** to scroll through the list of games. When you have highlighted the game you want to play, press the **Select** button.
- If your puppy is not old enough to play a particular game, the game will be crossed out in the Game Menu.

You can also access the Game Menu by using the voice command "Wanna play". (Not suitable in New born stage)

- Press the **Call** button. Wait until the green light is on, then say "Wanna play". You will automatically see the Game Menu.
- If you do not see the Game Menu, your pet did not understand the command. Press the **Call** button and try again.

FETCH!

In the Fetch game, you must help your puppy find a stick and bring it back to you.

- Press the **Menu** button.
- Use the **Down directional key** to highlight the word "Game".
- Press the **Select** button.
- Use the **Up** and **Down directional keys** to highlight the word "Fetch".
- Press the **Select** button to start the game.
- Your puppy will appear on the screen. Wait until the green light is on, then say "Fetch". Your puppy will start running after the stick.
- A new screen will appear with a "bird's eye" view of your puppy and the stick. (The stick is always in the center of the screen.)
- Use the **Up, Down, Left** and **Right directional keys** to direct your puppy to the stick.
- If your puppy does not find the stick, he or she will return to the screen. To keep playing, say "Fetch" again. Remember to wait until the green light is on before you speak.
- If your puppy runs off the screen, the game is over and you will return to the Game Select screen with the word "Fetch" highlighted. To play again, press the **Select** button.
- When your puppy finds the stick, he or she will bring it back to you. Wait until the green light is on, then say "Drop it". Your puppy will drop the stick and you'll hear "You did it!"
- To leave the Fetch game, press the **Menu** button. Use the **Up** and **Down directional keys** to highlight a new menu selection. When you are finished, press the **Select** button.

MAZE

The Maze game has six levels, each more difficult than the last. In each level, your puppy must collect all of the balls in the maze, while trying to avoid the cat that is also traveling through the maze. When all of the balls have been collected, your pet must go to the center of the maze to collect a bone. Your puppy will not be able to collect a bone until all of the balls have been found.

- Press the **Menu** button.
- Use the **Down directional key** to highlight the word "Game".
- Press the **Select** button.
- Use the **Up** and **Down directional keys** to highlight the word "Maze". (If your puppy is not old enough to play, the word "Maze" will be crossed out.)
- Press the **Select** button to start the game.
- You will see a screen displaying "Level One" followed by the number of tries for that level.
- Use the **Up, Down, Left and Right directional keys** to navigate your puppy through the maze.
- When you see a ball (a round shape), move your puppy towards the ball to pick it up. You will earn 25 points for each ball your puppy picks up.
- Remember to watch out for the cat! When the cat is near, you'll hear a "meow" sound. If the cat touches your puppy, you will lose one of your three chances and start over at the beginning of the maze.
- To avoid the cat, you can move your puppy in another direction. You can also avoid the cat by saying "Stay". (Remember to wait until the green light is on.) Your puppy will freeze and the cat will travel over your puppy. The "Stay" command only lasts three seconds.
- When you have collected all of the balls, go to the center of the maze to collect the bone. When your puppy reaches a bone, he will advance to the next level.
- At the end of the level, you will see your score for that level and your high score for the game.
- To exit the Maze game, press the **Menu** button. Use the **Up** and **Down directional keys** to highlight a new menu selection. When you are finished, press the **Select** button.

**OBSTACLE COURSE**

- In the Obstacle Course, your goal is to gain as many points as possible while navigating your puppy through three different courses : Ring, Steeple and See-Saw. Use the left and right arrows on the four way **directional keys** to navigate left and right, you will help your puppy run through the ring, hurdle the steeple, and balance on top of the see-saw. If your puppy misses an obstacle, you'll lose one of your three chances and start over at the beginning of the course.
- Press the **Menu** button.
  - Use the **Down directional key** to highlight the word "Game".
  - Press the **Select** button.
  - Use the **Up** and **Down directional keys** to highlight the word "Course". (If your puppy is not old enough to play, the word "Course" will be crossed out.)
  - Press the **Select** button to start the game. (You will start at Level One.)
  - Use the **Left** and **Right directional keys** to guide your puppy towards the obstacles on the screen.
  - In the obstacle course game, when the puppy runs through the Ring, NO Command is needed. The command will flash on screen for the other two obstacles only, See Saw-"Stay" and Steeple-"Up". When you see a command appear and the green light flash, speak the command. The "Up" command will help your puppy hurdle the steeple. The "Stay" command will help your puppy balance on top of the see-saw.
  - When you have successfully completed a course, you will move to the next level.
  - At the end of the game, you'll see your score for that level, and your high score for the game.
  - To exit the Course game, press the **Menu** button. Use the **Up** and **Down directional keys** to highlight a new menu selection. When you are finished, press the **Select** button.

<b>Ring - 25 points</b>
<b>Steeple - 50 points</b>
<b>See-Saw - 10 points</b>

**PET SHOW**

In the Pet Show, your puppy's goal is to collect as many ribbons as possible. To do this, you will be asked to repeat a sequence of trick commands. If you repeat the order

- of tricks correctly, your puppy will win a ribbon. Keep playing, and your puppy can win the grand prize trophy! But be patient - you may only win one ribbon per day.
- Press the **Menu** button.
  - Use the **Down directional key** to highlight the word "Game".
  - Press the **Select** button.
  - Use the **Up** and **Down directional keys** to highlight the word "Pet Show". (If your puppy is not old enough to play, the word "Pet Show" will be crossed out.)
  - Press the **Select** button to start the game.
  - The Pet Show judge will say "Please repeat your tricks sequence".
  - Watch carefully! The trick commands that you must repeat will scroll across the screen. You must remember the trick commands in order.
  - Slowly speak the commands in the order they appeared on the screen.
  - Don't forget to wait for the green light before each command.
  - If you repeat the trick commands correctly, the judge will award you a ribbon and the game will end. "You did it!"
  - If you repeat a command out of order, you will hear "Please repeat" and you'll have a second chance to repeat the commands without losing points.
  - If you repeat the wrong command again, the judge will say "Try again" and the game will be over.
  - With each ribbon, the number of commands you must repeat will increase.
  - When you win a pet show, your puppy's ribbons will appear on the left-hand side of the screen.

**SETTING THE VOLUME**

- The volume has three settings: Hi, Low and Off. You can change the volume at any time during gameplay.
- To set the volume, press the **Volume** button.
  - Use the **Up** and **Down directional keys** to select a volume level. When you are finished, press the **Select** button.

**SETTING THE TIME/ALARM**

- Put the unit into Clock Mode and press the **Menu** button. Then use the **Up** and **Down directional keys** to select "Time" or "Alarm".
- If you choose "Time", use the **Up** and **Down directional keys** to scroll through the numbers.
  - The Sun icon (representing A.M.) and the Moon icon (representing P.M.) will automatically change as you scroll through the hours.
  - When the time is correct, press the **Select** button to return to the normal time screen.
  - If you choose "Alarm", use the **Up** and **Down directional keys** to scroll through the numbers. The AM and PM will automatically change at the bottom of the screen.
  - To turn the alarm on and off, press the **Volume** button.
  - When the alarm time is correct, press the **Select** button to return to the normal time screen.
  - The Alarm icon at the bottom right-hand side of the screen will indicate whether the alarm is turned on or off.

Your puppy will bark at the alarm time.

**SLEEP MODE**

After 3 minutes of inactivity, the game will go to sleep and your pet will leave the screen. To wake the unit, press the **Call** button and call your puppy's name. Your puppy will run onto the screen. (Remember to wait until the green light is on before speaking.)

**BATTERY INSTALLATION:**

- This game is powered by two (2) AA batteries.
- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
  - Insert two (2) AA batteries (we recommend alkaline) as indicated inside the battery compartment.
  - Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

**Adult supervision is recommended when changing batteries.**

**CAUTION:**

- As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.

**MAINTENANCE**

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the game, or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

**Please retain this for future reference.**

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

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

- NOTE:** 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, uses 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.

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