



Room Buzz™



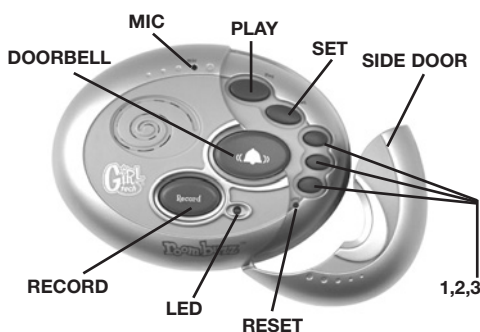
Model 73034

For 1 User / Ages 6 and up INSTRUCTION MANUAL

P/N 82381700 Rev.B

Now you can have a message center for your room. Anyone can ring the doorbell and leave up to three messages. Room Buzz™ is passcode protected, only your passcode allows you to access your messages and set product features. Choose from three cool doorbell sounds.

FEATURES:



RECORD - Use this button to record messages and greetings.

DOORBELL - Use this button to ring the doorbell or select a doorbell sound.

PLAY - Use this button to play and erase messages.

SET - Use this button to set the passcode, doorbell and greeting.

NUMBERS 1, 2, 3 - Use any combination of the three numbers for passcode.

RESET - Use this button to reset Room Buzz™. Insert a dull, pointed object (like the end of a paper clip) into the reset button hole. Please note, if you press reset, it will erase all recorded messages, greeting and passcode.

MIC - Speak into the mic when recording messages and greeting.

LED - This red light blinks the number of messages. If Room Buzz™ is in sleep mode, press the doorbell button to see the LED light flash the number of messages.

SETTING UP ROOM BUZZ™

Remove the paper backing from the special tape on the back of the Room Buzz™, exposing the adhesive. Next, firmly press Room Buzz™ to the door.

1. SETTING THE PASSCODE - Press the SET or 1,2,3 buttons and you will be prompted to record your passcode. Press any of the three 1,2, or 3 buttons to complete your three digit passcode. Remember you can use any combination of the three numbers. For example: 1,1,1 or 1,2,3 or 2,2,3. You choose. Each time you press a number, Room Buzz™ will beep for each number pressed, the fourth beep completes the passcode.

2. SELECTING A DOORBELL - Toggle through the doorbell sounds by pressing the doorbell button. After you hear the doorbell you want, press the SET button.

3. RECORDING A GREETING - A greeting is what you want visitors to hear when they press the doorbell. Room Buzz™ will ask you to record a greeting. Press and hold the RECORD button and record a greeting. The red LED will be lit while recording the greeting. Your greeting will play immediately, if you like it, press the SET button, if not, press and hold the RECORD button and re-record a new greeting. Press the SET button when you are done, this completes the setup.

PLEASE NOTE: You MUST press SET before you close the side door to Room Buzz to keep your settings. If you do not press SET, the product will remain in set-up phase.

USING ROOM BUZZ™

After Room Buzz™ setup is complete anyone can leave up to three messages or you can leave yourself reminder messages.

1. RING THE DOORBELL - Press the doorbell button to ring the doorbell. If you are in your room and do not answer the door, press the doorbell again and Room Buzz™ will play your recorded greeting for them to leave a message.

2. LEAVING MESSAGES - Press and hold the RECORD button to record a message. Once the message is recorded, the red LED will flash. The red LED will flash the number of messages you have.

3. LISTENING TO MESSAGES - The red LED will flash the number of messages. Remember, Room Buzz™ has sleep mode and you will need to press the doorbell button to see how many messages you have. To listen to your messages, open the side door and enter your passcode. Press the PLAY button to hear all of the messages.

4. ERASING MESSAGES - To erase the messages, press and hold the PLAY button while the message is playing. If you want to keep message one and three but delete message two, press the PLAY button for message one, press and hold the PLAY button during message two to delete it.

5. CHANGING PASSCODE, DOORBELL AND GREETING - To change the passcode, doorbell or greeting enter your current passcode. Press and hold the SET button then repeat steps 1-3 under SETTING UP ROOM BUZZ™. *Remember to press the SET button once you complete the new setup.*

SLEEP MODE

Room Buzz™ will go into sleep mode after sixty seconds of inactivity. To see if there are messages, press the doorbell once to see the red LED flash the number of messages.

BATTERY INSTALLATION:

Room Buzz™ is powered by three (3) "AAA" (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door on the back of the power pack can be removed.
- Insert three (3) AAA (LR03) 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 product 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 product 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 product carefully.
- Store this product away from dusty or dirty areas.
- Keep this product away from moisture or extreme temperature.
- Do not disassemble this product. If a problem occurs, remove and replace the batteries to reset the computer or try new batteries. If problems persist, consult the Warranty information located at the end of this Instruction Manual.
- 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 this product.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This product 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.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to:

Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA. Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.



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GIRL TECH®

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PRODUCT SHAPE™

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