



# Dora's Talking Cash Register™

## INSTRUCTION SHEET

Please keep these instructions for future reference as they contain important information.

### BEFORE YOU BEGIN

- Please remove and discard the "Try Me" pull-tab from the back of the toy for normal play function.
- Once the TRY ME pull tab is removed, the toy will perform its full play pattern as described below.

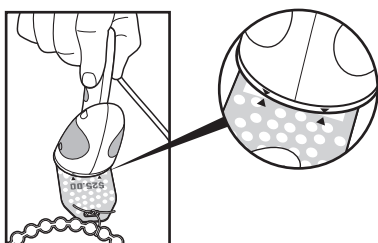
### TO BEGIN PLAY

- Be sure the ON/OFF switch is in the ON position. The ON/OFF switch is located on the back of the toy.
- Press ON/OFF button on front of toy.

### HOW TO PLAY

There are 3 ways to play with Dora's Talking Cash Register:

- **Scanner Play**
- **Adventure Play**
- **Free Play**



#### - Scanner Play

- Align the scanner with any of the bar-codes found on the items, price tags, or in the adventure book. Make sure the arrows on the scanner line up with the arrows above each barcode. Scanner works best when objects being scanned are placed on a hard, flat surface. Place the scanner directly on the object.
- Press the scanner button. A beep is an indication that the bar-code was successfully read.
- After the bar-code is scanned Dora will say the name and the price of the item.
- The child can combine prices from the scanner with prices entered by keypad.
- The child can clear all current purchases by pressing CLEAR at any time.

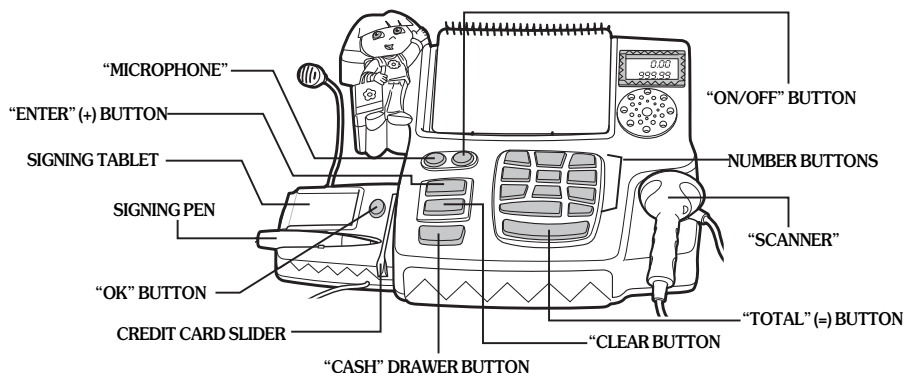
### TOY SLEEP MODE

After 60 seconds of inactivity, the toy will automatically shut-off to preserve battery life and all purchases are cleared. Simply press the ON/OFF button on front of toy to resume play.

"ON/OFF" SWITCH



Try Me  
"pull tab"



#### - Adventure Play:

- Open the adventure book to one of the shopping adventure pages and scan one of the adventure codes found at the top of the page. There are 5 shopping adventures:
  1. Fiesta Adventure
  2. School Adventure
  3. Beach Adventure
  4. Costume Party Adventure
  5. Sports Adventure
- Dora will then tell the child what she wants to buy for that adventure.
- When the child scans an item in the book, Dora will say the name and the price of the item.
- After the child scans any 3 items, Dora will say the total.
- The child can then pay by cash or credit.
- At the end of the adventure, the child is free to play with any feature or start another adventure.
- **Free Play**
  - Press and hold down the button while talking into the microphone.
  - Swipe the credit card.
  - Press the Cash button to open the Cash Drawer.

- Press the numbered Keys on the keypad. Then press Enter button and the amount is announced.
- Press the Total button and the total amount is announced. All entries can be cleared by pressing CLEAR button.
- Items can also be added by scanning the bar-codes. Pay either by cash or credit card after the total button is pressed.

#### Pay by Cash:

- Enter a dollar amount on keypad and then hit Enter or press the Cash button and the drawer opens.

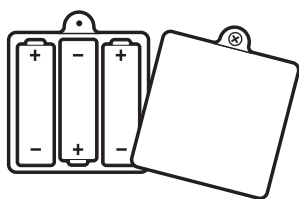
#### Pay by Credit Card:

- Swipe the credit card in the credit card slot and sign in the signature area. Then press the OK button.

#### NOTE:

- Scanner works best on a hard, flat surface.
- The amount entered from the keypad is limited to three digits for dollars and two for cents. If the player tries to enter a longer number, beeps will be played.
- The "total" amount is limited to \$999.99. If the last entry from the keypad or the scanner will cause the total to be more than \$999.99, this amount or scanned item will not be accepted. Instead, Dora will say "Let's pay now" and give the total.

## BATTERY INSTALLATION



#### BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.

- Batteries are to be inserted with the correct polarity.
  - Exhausted batteries are to be removed from the product.
  - The supply terminals are not to be short-circuited.
  - Dispose of battery(ies) safely.
  - Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Batteries included are for demonstration purposes only.  
For longer life use only alkaline batteries.  
Requires 3 "AA" (LR6) batteries.

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ITEM NO. J2070

Item No : J2070  
Version : English  
Size : 8.5 x 11"  
Paper : Woodfree paper 80 gsm  
Color : Black  
Date : April 21, 2006 (VL)

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