



Twinkleberries™



School Starter Sets: Model 74017 and 74032
Add-on Dolls: 74036, 74018 and 74019
For 1 User / Ages 5 and up

INSTRUCTION MANUAL

Rev.B

PLEASE NOTE: YOU MUST HAVE THE STARTER SCHOOL SET TO PLAY WITH THE DOLLS. The Starter School Set comes with an interactive doll, chalkboard, chalk and a set of cards. You can expand your classroom with an add-on doll. An add-on doll package includes an interactive doll and set of cards. The add-on doll will not work unless you have a School Starter Set with the chalkboard.

FIRST DAY OF SCHOOL!

When you're the teacher, Twinkleberries™ are the smartest kids in class! And teaching them is fun as it is easy! Simply slide a card into the chalkboard, ask a question, and then touch the card with the chalk. Keep asking questions and you'll discover why Twinkleberries are the kids with the answers!

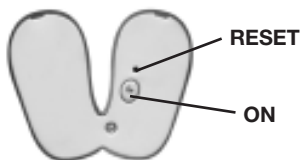
MEET YOUR NEW CLASS!



Isabelle Emily Cameron Haley Olivia

DOLL - This is your student. You'll ask him or her a question and he or she will answer. You can always add more Twinkleberries to your class by purchasing add-on dolls.

DOLL ON BUTTON - This button is located on the bottom of the left shoe. Press this button to turn the doll on.



CHALKBOARD - Use this to insert a card and take roll call (registration). Please note: To store the cards, open the back of the chalkboard and slide your cards in. THE SCHOOL STARTER SET CARDS WILL BE STORED IN THIS AREA. The chalkboard is also the principal/head teacher. The principal/head teacher will say things such as "Time for your morning stretch" or "Fire Drill". The principal/head teacher voice inside the chalkboard will assist you when you take roll call (registration).

CHALKBOARD ON • ROLL CALL (registration) BUTTON - Press this to turn the chalkboard on and take roll call (registration).

CHALK - Lightly touch the stick of chalk to the middle of the card on the chalkboard after you ask your students a question.

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CARDS - Place one of these cards into the chalkboard. Be sure the card is inserted correctly.

SLEEP MODE - After two minutes of inactivity, the dolls and chalkboard will automatically shut down, going into "sleep mode". To turn them on again, simply press the ON buttons.



SETTING UP

BATTERY INSTALLATION:

Twinkleberries™ is powered by three (3) "AAA" batteries in the doll and (3) "AAA" batteries in the chalkboard.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert three (3) "AAA" batteries (we recommend alkaline) as indicated inside the battery compartment located on the bottom of the chalkboard and in the doll's shoes.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

Adult supervision is recommended when changing batteries.

PLAYING SCHOOL WITH YOUR TWINKLEBERRIES! GOOD MORNING, CLASS!

1. Before class begins, press the On button located on the left shoe of each doll. Each doll will raise their hand and will say they are present. Then press the On • Roll Call (registration) button located on the chalkboard to see who is in attendance. Again, each doll will raise their hand and say they are present. However, this will only happen when the dolls have been inactive for more than two minutes. If you want to take roll call (registration) just press the On • Roll Call (registration) button. Please note: if a doll does not respond, make sure it faces the front of the chalkboard.



2. Next, choose one of the cards and slide it into the chalkboard. Make sure you slide it in with the holes at the bottom of the card going in first. If the card is positioned correctly, you will hear a beep sound.



3. Next, ask the dolls a question about the object on the card. Then, press the chalk to the chalkboard.



Don't be surprised if they answer with a different response. Twinkleberries are programmed to act like real students. You will hear different types of comments such as, "May I go to the bathroom?", "Is it naptime yet?", or "Something smells!". Just keep asking questions and interacting with the dolls. Remember you are the teacher and discover

why Twinkleberries are the kids with the answers!

Other questions you may want to ask:

“Does anyone know what this is?”

“What color/colour is this?”

“What number is this?”

Each time you ask a question, make sure you press the chalk to the chalkboard in the middle of the card. Once the doll answers or doesn't answer, try another card. Keep going and see how smart Twinkleberries really are!

SLEEP MODE

Twinkleberries™ will go into sleep mode after two minutes of inactivity. To play again, press the On button on the bottom of the left shoe and the ON • Roll Call (registration) button on the chalkboard.

TROUBLESHOOTING

- The chalkboard must always be in the correct orientation and distance to the dolls. If the dolls do not answer or raise their hands, make sure the dolls are lined up and facing the chalkboard.
- If the principal/head teacher in the chalkboard asks if everybody is awake, make sure the dolls are lined up and facing the chalkboard. You may also need to turn the dolls on again in case they went to sleep.
- If the doll states he or she doesn't know the answer, re-insert the card and make sure you hear the beep sound. If the problem persists, try another card.
- If the chalkboard consistently talks, the batteries may be low. Replace the batteries.
- If the doll does not say anything or fails to raise its arm when you press the On button, the batteries may be low. Replace the batteries.
- It is possible that the background or room light may affect the doll's ability to respond. Dimmer lights work better.
- The arm may not raise if the clothes are not attached properly. Please make sure the right arm is clear to raise up.

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, 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 the device.
- 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.

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.

FOR UNITED KINGDOM

PRODUCT WARRANTY
(This product warranty is valid in the United Kingdom only)

All products in the RADICA® range are fully guaranteed for a period of 6 months 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.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the UK Technical Support team: **Tel. 0871 222 8278. Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

IMPORTANT: Always test the product 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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