

BATTERY INSTALLATION:

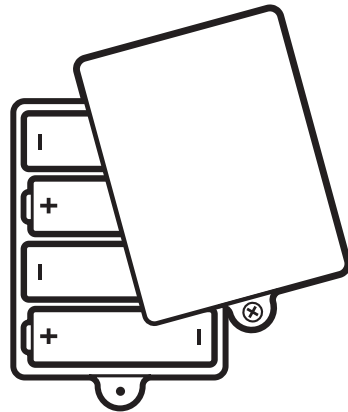
Open up fabric fastener seam in bottom of body to expose battery compartment. Unscrew and lift cover away.

Replace batteries as shown.

Batteries included are for demonstration purposes only.

For longer life use only alkaline batteries.

Requires 4 "AA" (LR6) batteries.



Protect the environment by not disposing of this product with household waste (2002/96/EC).

Check your local authority for recycling advice and facilities (Europe only).

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 toy 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 toy.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this toy in a fire. The batteries inside may explode or leak.

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.

Mattel Inc. 333 Continental Blvd. El Segundo, CA (310) 252-2400

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

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.

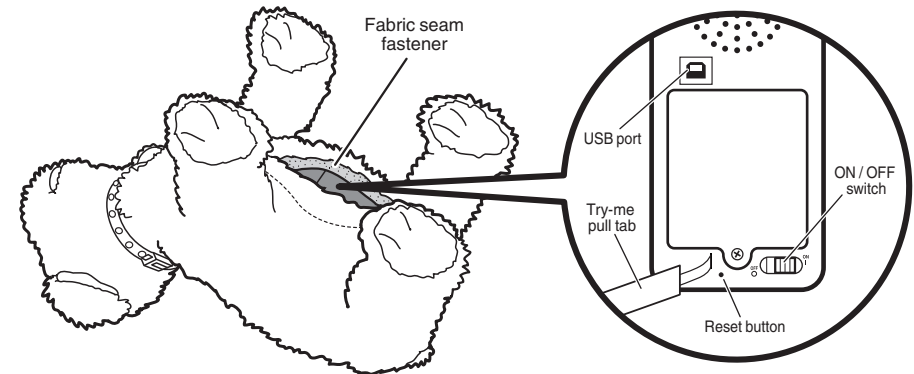
Puppy Grows & Knows Your Name™

INSTRUCTIONS

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

BEFORE YOU BEGIN

Open the fabric seam fastener on the bottom of the Puppy to gain access to the battery compartment, the ON/OFF switch, the "Try Me" pull-tab, the RESET button, and the USB port.



Remove and discard the "Try Me" pull-tab from the puppy for normal play function.

Once the TRY ME pull tab is removed, the toy will perform its full play pattern as described below.

Be sure the ON/OFF switch is in the ON position.

The ON/OFF switch is also located next to the battery compartment.

NOTE: Under certain conditions, the puppy can lose memory or stop functioning properly due to static electricity. If this occurs, reset by (1) opening the battery door, then (2) removing & re-inserting the batteries. If this does not work, reprogram the puppy by re-attaching the USB cable and performing another download.

Fisher-Price, Inc., a subsidiary of Mattel, Inc., East Aurora, NY 14052 U.S.A.

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Packaging and address should be retained for future reference:

Mattel Canada Inc., Mississauga, Ontario L5R 3W2.

You may call us free at 1-888-892-6123.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB.

Helpline 01628500303.

Mattel Australia Pty., Ltd., Richmond, Victoria. 3121.

Consumer Advisory Service - 1300 135 312.

Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre,

Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd. (993532-P) Lot 13.5, 13th Floor,

Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 P.J.

Tel:03-78803817, Fax:03-78803867.

Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A.

IMPORTANT!

If you continue to experience trouble programming your Knows Your Name doll, **DO NOT RETURN THE PRODUCT TO THE STORE.** We're just a phone call away. Call our consumer assistance hotline toll free at 1-888-892-6123.



Write to us at: Fisher-Price® Consumer Relations,

636 Girard Avenue, East Aurora, New York 14052.

Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.

Fisher-Price®

K4189 Asst.

HOW TO PERSONALIZE YOUR PUPPY

Personalizing your Puppy is as simple as three easy steps:

i. INSTALL THE PROGRAM

1. Insert the included CD-ROM into your computer's CD drive.
2. The InstallShield Wizard screen will appear and you will be asked if you want to install. Click NEXT to begin the installation.
3. If the InstallShield Wizard screen does NOT appear, double-click on the MY COMPUTER icon on your desktop. Next, double-click on your CD-ROM icon (usually drive "D") to open the InstallShield Wizard.
4. Follow the on-screen instructions to complete the installation.
NOTE: Installation time will vary depending on the computer used. It may require up to 15 minutes, so please be patient.
5. Once the installation is complete, you will have a puppy icon on your desktop. You can now remove the CD-ROM from your disc drive.



ii. TYPE IN YOUR SETTINGS

1. Double-click on the PUPPY icon on your desktop to start the personalization program.
2. Follow the instructions on the screen to input:

*Your Child's Name



*Your Puppy's Name



3. Once you have input your child's name and your puppy's name, you are ready to download the information to the puppy.

iii. DOWNLOAD TO THE PUPPY

1. Connect the puppy to your computer using a USB A to USB B cable (not included).
2. If this is your first time connecting the puppy to your computer, the computer will detect new hardware. Please wait for this process to complete before proceeding to the next step.
3. Click the download button on the download screen.
4. Wait until the download is complete before disconnecting the USB cable from the puppy. The download can take 2-3 minutes – please be patient.
5. Once the download is complete, disconnect the USB cable.
NOTE: You can change your names at any time by reconnecting the puppy to your computer, clicking the icon, changing the settings, and then performing another download.



USB A to
USB B cable



Your puppy is now ready for play!

HOW TO PLAY

As well as knowing your child's name and his or her own name, your puppy knows when it is being fed and groomed. There are 3 places you can touch or press to activate your puppy's motions, sounds & phrases:

1. Top of puppy's head: Pet or scratch puppy on the top of his head or brush puppy's head with the brush.
2. Puppy's back: Pet or scratch puppy's back or brush puppy's back with the brush.
3. Puppy's mouth: Give puppy her bone.

NOTE: If you do not play with the puppy for 25 seconds or more, she will go to sleep to preserve her batteries. Puppy can be woken up from sleep by pressing any one of the three activation points.

HOW DOES PUPPY GROW?

Your puppy is going to go through 4 stages of growth before he or she is fully grown.

Stage 1: Once you remove the TRY ME pull tab, your puppy is ready to grow to stage 1. Simply press any of the activation points 2 times.

Stage 2: After one full day, your puppy is ready to grow to stage 2. Again, press any of the activation points 2 times.

Stage 3: After another full day, your puppy is ready to grow to stage 3. Using the same process, press any of the activation points 2 times.

Stage 4: After another full day, your puppy is ready to grow to stage 4 (fully grown). Again, press any of the activation points 2 times.

After two full days, you will be able to reset your puppy back to her original size. She will ask you to pat her head. She will then ask you to pat her head again to confirm. If you choose not to reset, you may press any of the other activation points to continue playing.

PARENTS: You can also reset the puppy back to his original size by pressing the RESET button found next to the battery compartment. Simply press the RESET button once using the tip of a pen or pencil. If the Puppy does not shrink upon pressing the reset button, press the button on the puppy's back, then press the reset button again. This should cause the puppy to reset back to his original size.

MINIMUM SYSTEM REQUIREMENTS:

- CD-ROM Speed – 4x, 8x recommended
- USB – Version 1.1 or higher
- Hard drive space – 100 MB available
- Memory – 128 MB, 256 MB recommended
- CPU – 350 Mhz, 800 Mhz recommended
- Video Resolution – 800x600, 1024x768 recommended
- Video Color Depth – 256 colors or higher
- Operating System – Windows 2000, XP, Vista or higher
- User input – keyboard & mouse
- Adobe Flash Player 8 or above

NOTE: Installation time will vary depending on the computer used, but may require up to 15 minutes.