

Fisher-Price®

Training Manual

Hi! I'm Radar!



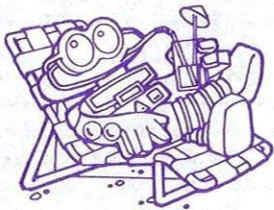
Radar™ The Talk 'n Listen Robot

- Please keep this manual in Radar's backpack for future reference.
- Requires four size "AA" (LR6) alkaline batteries (not included).
- Tool needed for battery installation: Phillips Screwdriver.
- Age: 4-7 years.

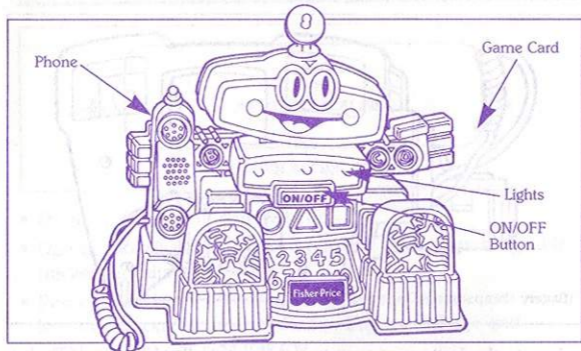
Message to Parents

Thank you for choosing Radar, The Talk 'n Listen Robot. This toy was designed with a clear, friendly, understandable voice. Radar has special voice recognition capabilities so he can understand your child's verbal responses. We hope your child enjoys many hours of fun talking, singing and learning with Radar while learning about numbers, letters, shapes, colors, animals, object recognition, counting and more! Because Radar, The Talk 'n Listen Robot is an electronic learning toy, your child will have many opportunities to master these early learning concepts. The activities are developmentally appropriate for your child's emerging learning skills.

Please read these instructions carefully and become familiar with all of Radar's features and activities so that you can explain them in simple terms to your child. Radar will encourage and praise your child during the activities, and you're invited to do the same!

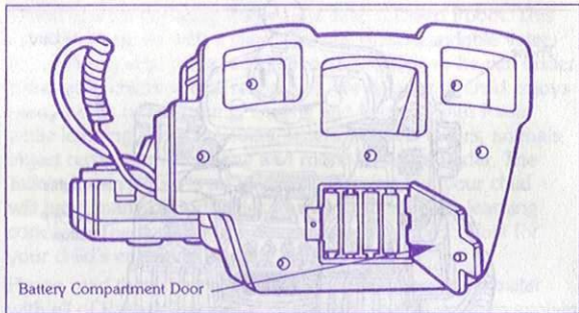


Quick Start!



- Insert four, new size "AA" alkaline batteries (see page 4).
- Make sure you play with Radar in a quiet room.
- Select a game card.
- Press the ON/OFF button to turn Radar "ON".
- When Radar asks you a question, respond to Radar with one word answers when his lights are "ON" (but not blinking).
- Hold the phone near your ear and speak into the mouthpiece just like a regular telephone!

Battery Installation

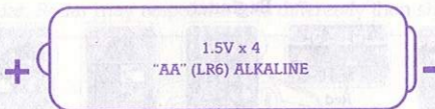


- Locate the battery compartment door on the bottom of Radar.
- Unfasten the screw in the battery compartment door with a Phillips screwdriver. The screw will remain in the door.
- Remove the battery compartment door.

Helpful Hint: We recommend the use of **alkaline** batteries.

- Insert four, new size "AA" **alkaline** batteries, as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.

Battery Tips



SHOWN ACTUAL SIZE

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Remove the batteries during long periods of non-use. Never leave worn out batteries in Radar. Battery leakage and corrosion can damage this toy.
- Do not attempt to recharge non-rechargeable batteries.
- Remove rechargeable batteries from Radar before recharging.
- Charging of rechargeable batteries should only be done under adult supervision.
- Avoid short-circuiting the terminals of the batteries.
- Remove exhausted batteries from Radar.



Game Cards

Beginner



Blue



Red



Green



Yellow



Orange



White

Advanced



Blue



Red



Green

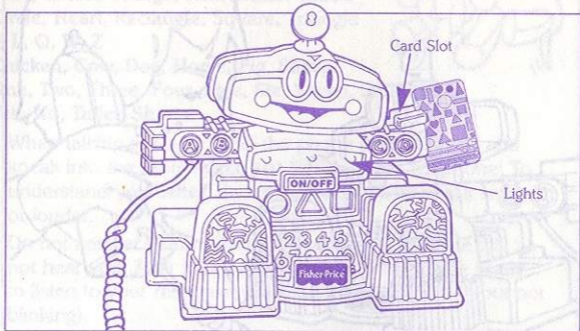


Yellow

- Radar comes with 10 color coded game cards. The white and orange game cards are for beginner game play. There are two each of the blue, red, yellow and green game cards for two levels of play — beginner and advanced. Depending on the skill level of your child, you may want to use only the beginner game cards until your child has mastered them and then introduce the advanced game cards.

Let's Go!

Please Note: The words in quotes show you random responses by Radar. Radar may respond a little differently than shown.



- **Have your child sit down to play with Radar in a quiet room.** In order for Radar to hear your child's responses, make sure that there are no competing loud noises from a television, radio, or nearby conversation.
- Radar only understands one word responses. For example, when Radar asks you to "Count the red fish. How many are there?", **please respond with a one word answer, like "two",** rather than "there are two red fish."





• Radar understands the following words:

Blue, Green, Orange, Red, White, Yellow
Circle, Heart, Rectangle, Square, Triangle
F, L, Q, W, Z

Chicken, Cow, Dog, Horse, Pig, Sheep

One, Two, Three, Four, Five, Six, Seven, Eight, Nine
Yes, No, Taller, Shorter



- When talking to Radar, hold the phone near your ear and speak into the mouthpiece just like a regular telephone! To understand you better, Radar may ask you to speak softer or louder.
- Do not answer Radar while he is talking because he will not hear you. After Radar finishes talking, he will be ready to listen to your response when his lights are "ON", (but not blinking).
- If Radar cannot hear you or does not understand your response, he'll remind you to respond only when his lights are "ON" (but not blinking) and then repeat his question.



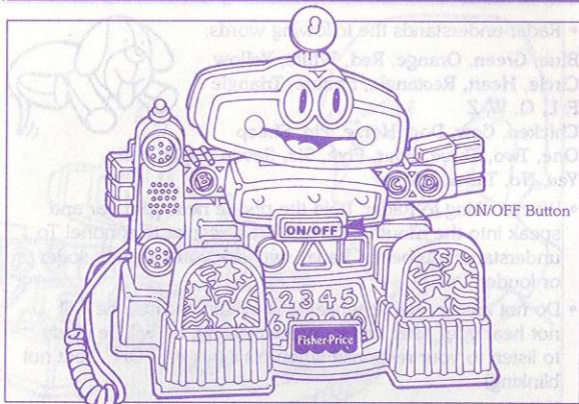
"Please talk when my lights are ON."

- Radar will automatically turn "OFF" after about one-two minutes of non-use, or if you do not respond after Radar has repeated a question for the third time.



"Are you there? Bye."

Let's Have Fun!



- Press the ON/OFF button to turn Radar "ON".
- Radar will ask you to choose an activity by answering yes or no.



"Hi, I'm Radar. Let's have fun!"

"Do you want to play guessing games? Yes or no."

OR

"Do you want to play picture games? Yes or no."

- If you do not want to play either the picture game or the guessing game, or you do not respond to Radar's question twice, Radar will ask you to sing-a-long! (See page 12, "Let's Sing.")



"Let's sing old Mac Donald. That's the white card."

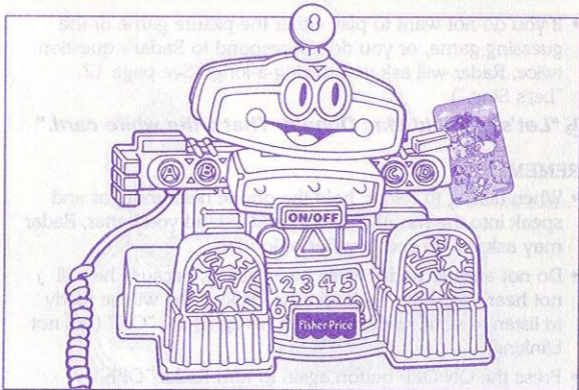
REMEMBER!


- When talking to Radar, hold the phone near your ear and speak into the mouthpiece. To understand you better, Radar may ask you to speak softer or louder.
- Do not answer Radar while he is talking, because he will not hear you. After Radar finishes talking, he will be ready to listen to your response when his lights are "ON" (but not blinking).
- Press the ON/OFF button again to turn Radar "OFF".



"Bye."





 ***“Okay, let’s sing Old Mac Donald. That’s the white card. When I stop singing, say an animal name. Let’s go!***

Old Mac Donald had a farm

E-I-E-I-O

And on his farm he had a”



- Radar wants you to say the name of one of the animals on the white card.

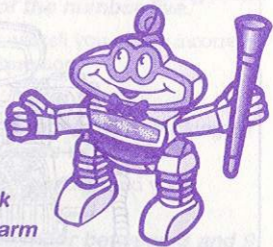


Pig



“E-I-E-I-O

*With an oink, oink here
And an oink, oink there
Here an oink
There an oink
Everywhere an oink, oink
Old Mac Donald had a farm
E-I-E-I-O.”*

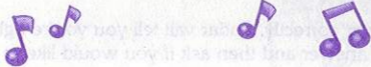


- Radar will sing three verses and then ask if you would like to play again.

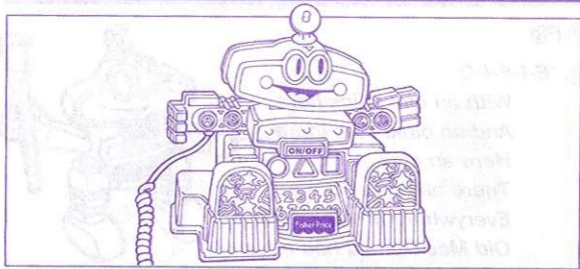


“Wow! That was cool. Let me save that. Do you want to play this game again?”

- Radar recognizes the following animals – Pig, Sheep, Chicken, Cow, Dog and Horse by responding with the appropriate animal sound! If your child names a different animal, Radar will substitute a silly sound effect, just for fun!




Do You Want To Play Guessing Games?



 ***“Do you want to play guessing games? Yes or no.”***

- When Radar's lights are "ON", (but not blinking), respond to his question with a one word answer.

 **Yes**

 ***“Okay, I'm thinking of a number between 3 and 9. Guess what it is.”***

- When Radar's lights are "ON", (but not blinking), respond to his question with a one word answer.

 **Five**

- If you answer correctly, Radar will tell you you're right, repeat the correct answer and then ask if you would like to continue playing.



“Good answer! I’m thinking of the number five.”

- If you answer incorrectly, Radar will tell you you’re incorrect, give you a clue, and repeat the question.



Four



“Sorry, it’s higher than four. Try again. I’m thinking of a number between 3 and 9. Guess what it is.”

- If Radar cannot hear you or does not understand your response, he’ll repeat his question.



“Try again. I’m thinking of a number between 3 and 9. Guess what it is.”

- If you respond incorrectly to a question several times, or if Radar needs to repeat the question several times because he cannot understand or hear you, Radar will tell you the correct answer and ask if you would like to continue playing.

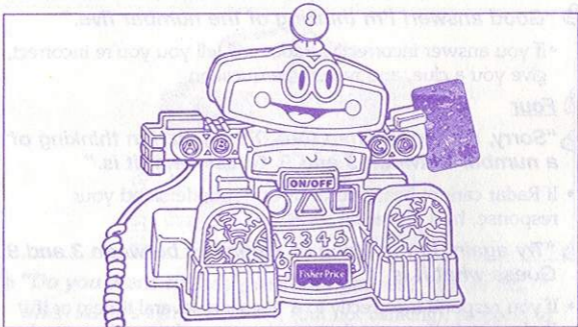


“I’m thinking of the number five.


Do you want to play this game again?”



Do You Want To Play Picture Games?



Helpful Hint: When playing with the blue card, Radar will first ask three simple questions and then follow with three more difficult questions.

 ***“Do you want to play picture games? Yes or no.”***

 ***Yes***

 ***“Okay, choose a card. What color is it?”***

- Choose a card and then, when Radar's lights are “ON” (but not blinking), respond to his question with your one word answer.

 ***Blue***



Simple Questions

- After you have chosen a game card, fit it in the card slot in Radar's hand.



"Okay, look at the red fish. How many are there?"

- When Radar's lights are "ON" (but not blinking), respond to his question with your one word answer.



Four

- If you answer correctly, Radar will tell you you're right, repeat the correct answer and ask you a new question.



"You're right. There are four red fish."

- If you answer incorrectly, Radar will tell you you're incorrect, give you a clue, and repeat the question.



Three



"That's not it. It's more than three. Try again."

Look at the red fish. How many are there?"

- If you respond incorrectly to a question several times, or if Radar needs to repeat the question several times because he cannot understand or hear you, Radar will tell you the correct answer and ask if you would like to continue playing.



"There are four red fish."

Do You Want To Play Picture Games?

More Difficult Questions



“Look at the green fish and the white fish. Altogether, how many are there?”

- When Radar’s lights are “ON” (but not blinking), respond to his question with your one word answer.



Seven

- If you answer correctly, Radar will tell you you’re right, repeat the correct answer and ask you a new question.



“Good answer. Five green fish and two white fish are seven fish.”

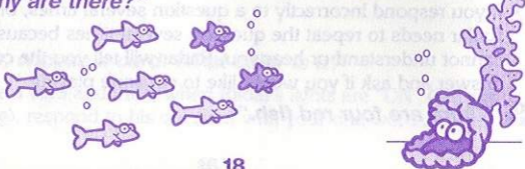
- If you answer incorrectly, Radar will tell you you’re incorrect, give you a clue, and repeat the question.




Five

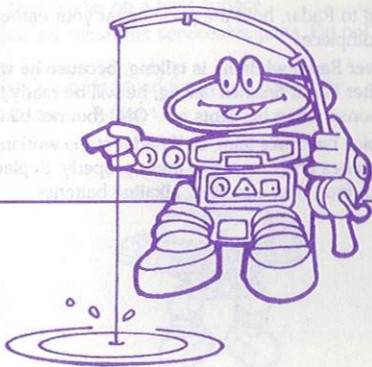


“That’s not it. It’s more than five. Try again. Look at the green fish and the white fish. Altogether, how many are there?”



- If you respond incorrectly to a question several times, or if Radar needs to repeat the question several times because he cannot understand or hear you, Radar will tell you the correct answer and ask if you would like to continue playing.

 ***“Five green fish and two white fish are seven fish.”***



Reminders



- In order for Radar to hear your child's responses, make sure that there are no competing loud noises from a television, radio, or nearby conversation.
- If more than one child is playing with Radar at the same time, **only one** child can speak to Radar at a time.
- Radar only understands one word responses. Please respond with one word answers.
- When talking to Radar, hold the phone near your ear and speak into the mouthpiece.
- **Do not answer Radar while he is talking, because he will not hear you.** After Radar finishes talking, he will be ready to listen to your response when his lights are "ON" (but not blinking).
- If Radar's voice becomes faint, or if Radar stops working, remove the used batteries and dispose of them properly. Replace the batteries with four, new size "AA" **alkaline** batteries.

- If Radar is used near electronic equipment like computers, nursery monitors, remote control cars, etc., Radar may work erratically. Move the electronic equipment away from Radar or use Radar away from the electronic equipment.
- Do not carry Radar by the phone.
- Keep water, sand and dirt off of Radar.
- Radar can be wiped clean using a damp cloth.
- Keep Radar away from direct sunlight and other sources of heat.
- Do not drop Radar on a hard surface.
- Radar has no consumer serviceable parts. Do not take Radar apart.
- Radar has been designed for indoor use only.
- Do not immerse Radar.





Questions? We'd like to hear from you!

In the United States, call Fisher-Price Consumer Affairs, toll-free at 1-800-432-KIDS between 8 AM and 6 PM EST Monday through Friday.

Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to: Fisher-Price Consumer Affairs, 636 Girard Avenue, East Aurora, New York 14052.

In Canada, please call 1-800-567-7724, or write to: Mattel/Fisher-Price, 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2. Please include your name, address and daytime telephone number.

In Great Britain, telephone 01734 770488.

In Australia, call the Fisher-Price Australian Consumer Advisory Service toll-free at 1-800-800-812, or write to: Fisher-Price, Mattel Pty. Limited, 461 Plummer Street, Port Melbourne, Victoria 3207.

Two (2) Year Limited Warranty

Fisher-Price, Inc., (For the United States – 636 Girard Avenue, East Aurora, New York 14052), (For Canada – Mattel/Fisher-Price, 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.), (For Great Britain - Mattel U.K., Ltd., P.O. Box 100, Northwest Industrial Estate, Mill Hill Road, Peterlee, County Durham, England SR8 2HX) warrants that Radar, The Talk 'n Listen Robot is free from all defects in material and workmanship when used under normal conditions for a period of two (2) years from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Fisher-Price Consumer Affairs at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. (Mattel U.K., Ltd.) will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidental or consequential damages.

SOME STATES OR COUNTRIES OR JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE OR COUNTRY TO COUNTRY OR JURISDICTION TO JURISDICTION.

FCC Note (United States Only)

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.

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 according to 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 urged 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.

