



DNV31 OWNER'S MANUAL

FisherPrice
SMART TOY

? service.fisher-price.com

UNITED STATES
1-800-432-5437
Fisher-Price, Inc.
636 Girard Avenue, East Aurora, NY 14052
Hearing-impaired consumers: 1-800-382-7470

CANADA
1-800-432-5437
Mattel Canada Inc.
6155 Freemont Blvd.
Mississauga, Ontario L5R 3W2

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DNV31-0971
1100893774-DOM

IMPORTANT STUFF



Read this manual carefully for important safety information and operating instructions before using this toy.



Keep these instructions for future reference, as they contain important information.



Includes 1 non-replaceable 3.7V rechargeable (LiPo) battery. Battery Capacity: 2000 mAh.



Requires a USB power brick (not included) and charger cord (included) to charge the battery. Charging should only be done by an adult. The charger cord is not a toy.



Wi-Fi enhances real-time play when you download the parent app.



Frequency: 2.4 GHz

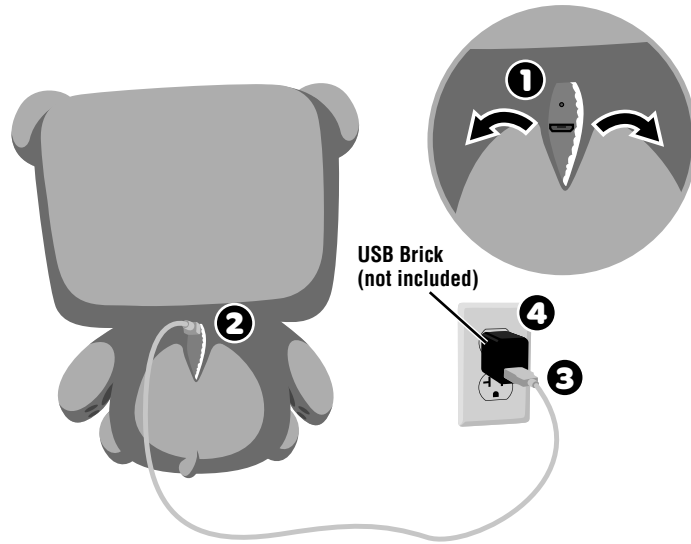


Parent app works with Apple® iPhone®, iPad® and Android™ devices. For a full list of compatible devices and to download the app, go to:

<http://www.smarttoy.com/app>

Remark:			
Revision	Date	ID#	Changes
Primary - pr	06/30/2015	DNV31-0970-1100893774-DOM	NA
a	08/05/2015	DNV31-0970-G1-1100893774-DOM	Add Apple & Android legal.
b	09/11/2015	DNV31-0971-1100893774-DOM	change copy & images.

I'M FEELING A LITTLE SLEEPY



- Smart Toy is ready for play right out of the package. For best performance, fully charge the battery very soon!

1 Open the fasteners on the back of Smart Toy.

2 Plug the smaller end of the charger cord into Smart Toy's socket.

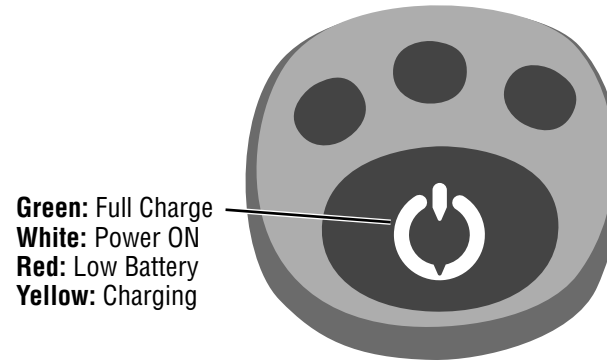
3 Plug the other end of the charger cord into a USB brick (not included).

4 Plug the USB brick into a standard wall outlet. A fully charged battery may take up to 3 hours.

Hint: You can also plug the charger cord into the USB port in your computer. A fully charged battery may take up to 8 hours.

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I'M RECHARGED ... WE CAN PLAY SOME MORE!



- Charge the battery until the power button light  turns green. It will remain green until you remove the charger cord from Smart Toy.
- Once the battery is charged, remove the charger cord from the socket in Smart Toy. Then remove the charger cord from the USB brick and unplug the USB brick from the wall outlet.
- A fully charged battery should last for about 3½ hours of continuous play.

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READY WHEN YOU ARE

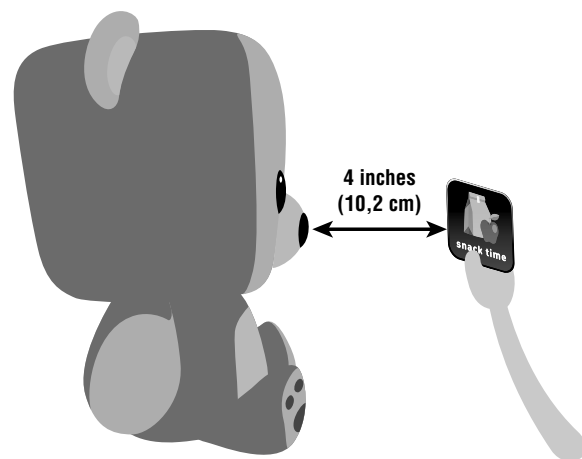


Power Button

- Smart Toy's power is completely OFF in package. To turn power ON, press and hold the power button for up to 10 seconds until it lights up. For first time use, Smart Toy will take about a minute to boot up.
- If Smart Toy is left idle for more than 10 minutes, Smart Toy enters sleep mode and the power button light turns off. Press the power button to turn power back ON (and the power button lights up).
- To turn power completely OFF, press and hold the power button for up to 10 seconds until the light turns off. When power is completely OFF, you'll need to press and hold the power button for up to 10 seconds until it lights up.

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GRAB A CARD AND SHOW IT TO ME



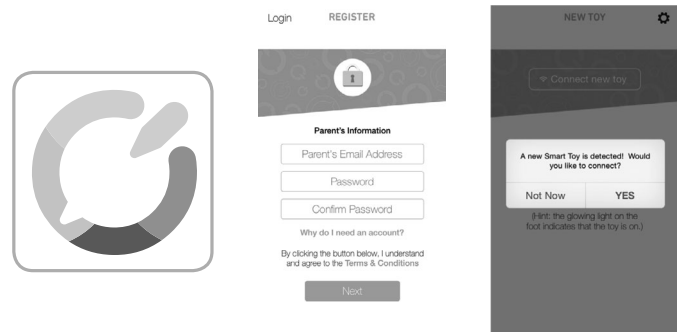
Choose a Smart Card for a fun activity.

- Hold the card approximately 4 inches (10,2 cm) from Smart Toy's nose. You'll hear a tone when Smart Toy recognizes it.

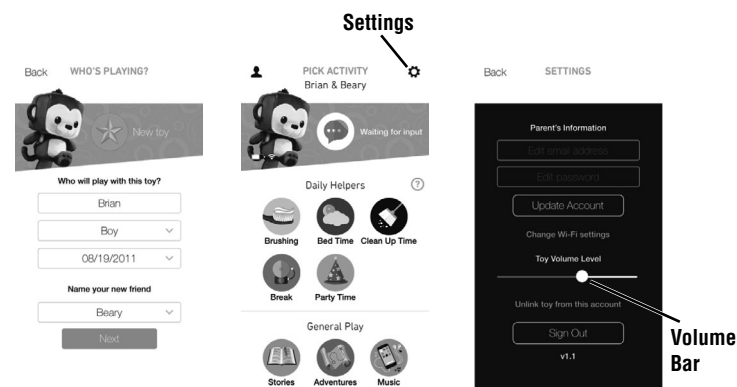
Hint: Smart Toy doesn't like bright or dim light.

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SHHHHHHH Here's how to adjust volume!



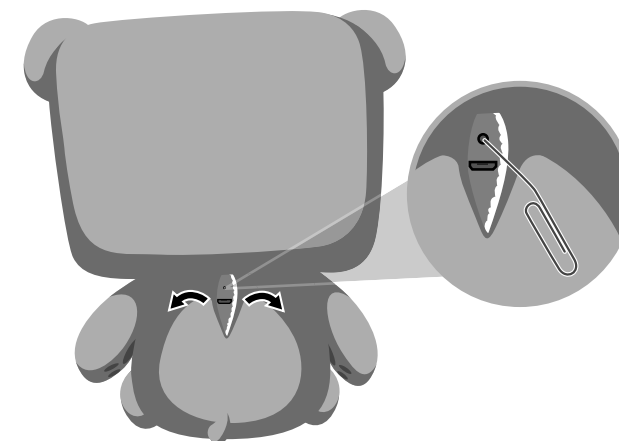
- 1 Download the parent app (go to <http://www.smarttoy.com/app>) and open app
- 2 Create a parent account
- 3 Connect Smart Toy to the app (Apple® iPhone®, iPad® screen shown above)



- 4 Create a child account
- 5 Touch the settings icon on the home page
- 6 Slide the volume bar

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OOPS ... RESET



- If Smart Toy becomes unresponsive or doesn't perform as expected, first try turning power completely OFF (press and hold the power button for up to 10 seconds until the light turns off) and then back ON (press and hold the power button for up to 10 seconds). If this doesn't work, it may be time for a reset. Follow the instructions below:
 - Open the fasteners on the back of Smart Toy.
 - Insert a pointed object into the reset hole above the charging socket. Press until Smart Toy begins talking.
 - Remove the pointed object and close the fasteners on the back of Smart Toy. Resetting Smart Toy will take about 8 minutes.
 - After a reset, all of the stored information received will be erased. You'll need to re-connect Smart Toy again with the parent app and be patient as Smart Toy gets reacquainted with your child.

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WHAT ELSE CAN I SHOW YOU?



- Smart Toy listens for responses up to 2 feet (61 cm) away!
- Smart Toy responds when tossed in the air.

BATTERY SAFETY INFORMATION

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

- Rechargeable batteries are only to be charged under adult supervision.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CARE



- Protect the environment by not disposing of this product with household waste (2012/19/EU). Check your local authority for recycling advice and facilities.
- Smart Toy is surface wash only. Do not immerse.

Adults note: Periodically examine this battery charger for damage to the cord, housing or other parts that may result in the risk of fire, electric shock or injury. If the battery charger is damaged, do not use it.

OTHER STUFF

FCC STATEMENT (UNITED STATES ONLY)

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.

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.

- This device complies with Industry Canada's licence-exempt RSSs. Operation is subject to the following two conditions: (1) This device may not cause interference; and (2) This device must accept any interference, including interference that may cause undesired operation of the device.

• Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :
1) l'appareil ne doit pas produire de brouillage; 2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

CAN ICES-3 (B)/NMB-3 (B)

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.