



Instruction Manual

KARAOKE LIGHT PARTY



INTRODUCTION

Thank you for purchasing the **VTech® Karaoke Light Party**. This portable **Bluetooth®** Karaoke machine includes two wireless **Microphones**. Get ready to sing all of your best-loved songs! Create your very own pixel light artwork using the colour creator dial and watch them dance along to the music. Make every karaoke party a **Karaoke Light Party!**



1	Reverb Buttons	9	Light Art Mode Button
2	Music Mode Button	10	Colour Dial
3	Sing Mode Button	11	Pixel Light Control Button
4	Vocal Remover Button	12	Power Button
5	Previous/Left Button	13	Main Unit Volume Buttons
6	Play/Pause/OK Button	14	2-Player Game Mode Button
7	Next/Right Button	15	Bluetooth® Mode Button with LED
8	1-Player Game Mode Button	16	Pixel Buttons



Microphone 1



Microphone 2

INCLUDED IN THE PACKAGE

- One **VTech® Karaoke Light Party**
- Two wireless **Microphones**
- 4 x AA batteries (for wireless **Microphones**)
- Quick Start Guide

WARNING:

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords and packaging screws are not part of this toy, and should be discarded for your child's safety.

NOTE:

Please save this Instruction Manual as it contains important information.

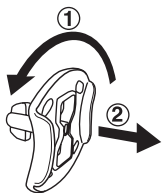
ATTENTION :

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

NOTE :

Il est conseillé de sauvegarder ce manuel d'utilisation car il comporte des informations importantes.

Unlock the Packaging Locks:



① Rotate the packaging locks 90 degrees counterclockwise.

② Pull out the packaging locks.

GETTING STARTED



WARNING:

Adult assembly required for battery installation.
Keep batteries out of reach of children.

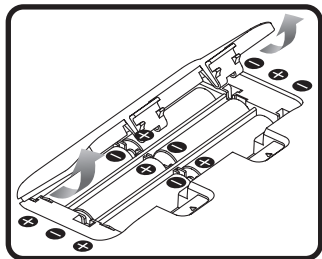


ATTENTION :

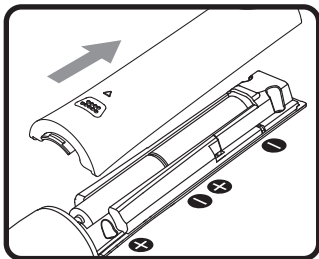
Les piles ou accumulateurs doivent être installés par un adulte.
Tenir les piles ou accumulateurs hors de portée des enfants.

BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned **OFF**, and **AC Adaptor** is unplugged.
2. Locate the battery covers at the bottom of **Main Unit** and on the back of the **Microphones**.
3. If used batteries are present, remove them by pulling up on one end of each battery.
4. First, Install 6 new AA (LR6/AM-3) batteries following the diagram inside the battery box in the **Main Unit**. Then, install 2 new AA (LR6/AM-3) batteries following the diagram inside the battery box for each **Microphone**. (The use of new alkaline batteries is recommended for maximum performance.)
5. Replace the battery cover.



On the Main Unit



On the Wireless Microphones

IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES:

- Remove rechargeable batteries (if removable) from the toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

IMPORTANT : INFORMATIONS CONCERNANT LES PILES

Les piles fournies avec le produit permettent de tester le jouet en magasin mais ne sont pas des piles longue durée.

- Mettre en place les piles ou les accumulateurs en respectant les polarités + et –.
- Ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas mélanger différents types de piles : alcalines, zinc-carbone et rechargeables.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en court-circuit (en reliant directement le + et le –).
- Retirer les piles ou les accumulateurs en cas de non-utilisation prolongée.
- Enlever les piles ou les accumulateurs usagés du jouet.
- Ne les jeter ni au feu ni dans la nature.

PILES RECHARGEABLES

- Enlever, lorsque c'est possible, les accumulateurs du jouet pour les recharger.
- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.
- Ne pas tenter de recharger des piles non rechargeables.

POWER ADAPTOR CONNECTION

- Make sure your **Karaoke Light Party** is turned off and the batteries are removed.
- Locate the **AC Adaptor Port** on the back of the **Main Unit**.
- Connect an **AC Adaptor** (not included) to the **AC Adaptor Port**.
- Plug the adaptor into a power socket.
- Press the **Power Button** to turn the system on.

Note: When the unit is not going to be used for an extended period of time, unplug the adaptor.

Safety information:

We recommend using a power supply (AC/DC adaptor) of the below specification: Power rating: 12V/2A DC output with 5.5mm/2.5mm plug (positive centre).

- Never clean a plugged in product with liquid.
- Please examine the power supply periodically for conditions that may result in the risk of fire, electric shock, or injury to persons (such as damage to the supply cord, output cord, plug, blades, housing, or other parts) and that, in the event of such conditions, the power supply should be scrapped.

How to Exit Try-Me Mode

This product is in **Try-Me Mode** in the packaging.

1. Install the batteries on the **Main Unit** and the **Microphones**.
2. Press the **Power Button** to turn on the **Main Unit** and the **Microphones** to connect. When connected successfully, the **Microphones** light indicator will stay on, the **Main Unit** will exit **Try-Me Mode**. (The **Main Unit** and **Microphone** will automatically connect after they are turned on.)

PRODUCT FEATURES

On the Main Unit

1. Power Button

Press the **Power Button** to turn the unit **ON**. Press it again to turn the unit **OFF**.



2. Volume +/- Buttons

Press the **+** Button to increase the volume of **Main Unit** and the **-** Button to decrease it.



3. Pixel Light Control Button

Press **Pixel Light Control Button** to adjust the brightness of the **Pixel Buttons**.



4. Reverb +/- Buttons

Press the **+** or **-** Button to increase or decrease the **Microphone** reverb effect.



5. Sing Mode Button

Press the **Sing Mode Button** to sing along with the built-in songs.

- Song 1 "The Warm Up Song" and Song 2 "Flashing Harmony" have light patterns to guide you in singing different notes.



- For Song 3 "*Star of the Show*", Song 4 "*Breaking Free*" and Song 5 "*Dream to Believe*", you can press any **Pixel Buttons** to choose a preset light pattern or turn the **Colour Dial** to select your own pixel light artwork created in **Light Art Mode**.

Use the **Previous** or **Next Buttons** to select a song, and press the **Play/Pause Button** to pause or resume the song.

6. Music Mode Button

Press the **Music Mode Button** to listen to the built-in music. Press any **Pixel Button** to choose a preset light pattern, or turn the **Colour Dial** to select your own pixel light artwork created in **Light Art Mode**.



Use the **Previous** or **Next Buttons** to choose a melody, and press the **Play/Pause Button** to pause or resume the melody.

7. Light Art Mode Button

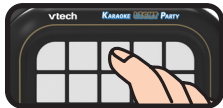
Press the **Light Art Mode Button** to create your own pixel light arts.

7.1 First, use the **Left and Right Buttons** to select a slot for your drawing.

7.2 Next, turn the **Colour Dial** to choose a colour you want.

7.3 Then, press the **Pixel Buttons** to create your design.

7.4 And your design is saved automatically while you're working on it.



Note: You can save up to 10 creations.

8. 1-Player Game Mode Button



Press the **1-Player Game Mode Button** to enter this mode. Use the **Left** and **Right Buttons** to scroll through and choose from 4 games. Press the **OK Button** to confirm your selection.



9. 2-Player Game Mode Button



Press the **2-Player Game Mode Button** to enter this mode. Use the **Left** and **Right Buttons** to scroll through and choose from 4 games. Press the **OK Button** to confirm your selection.



10. Bluetooth® Mode Button



Press the **Bluetooth® Mode Button** to connect to a nearby device via **Bluetooth®** connection. When the **Main Unit** is pairing, the **Bluetooth® Mode Button** light will flash. When the **Main Unit** is successfully connected with a device, the **Bluetooth®** light will remain **ON**. After connected with the device, press any **Pixel Button** to choose a preset light pattern, or turn the **Colour Dial** to select your own pixel light artwork created in **Light Art Mode**.



Bluetooth® Connection

- 10.1 Press the **Bluetooth® Mode Button** then the **Bluetooth® Mode Button** light will flash.
- 10.2 Enter the **Bluetooth®** interface of your device and search for **Bluetooth®** devices.
- 10.3 Select “VTech 5817 Karaoke” when you see it displayed on your device.

- 10.4 Enter the PIN number from **Karaoke Light Party** displayed on the **Pixel Buttons** on your device.
- 10.5 While in **Bluetooth®** mode, the **Bluetooth® Mode Button** light will remain **ON**.
- 10.6 To exit **Bluetooth®** mode, press the **Bluetooth® Mode Button** again.
- 10.7 The **Main Unit** will automatically search and connect to the last **Bluetooth®** device that it was connected to before. You do not need to repeat this process the next time you want to use the same device.

11. Vocal Remover Button



Press the **Vocal Remover Button** to eliminate or reduce the singer's voice in both built-in songs and those played from your device.

Note: This feature may not work with all **Bluetooth®** songs.



12. AC Adaptor Port

Connect the **Karaoke Light Party** to AC power (adaptor not included).

13. Automatic Shut Off

To preserve battery life, the **Main Unit** will automatically power off after several minutes without input. The **Main Unit** can be turned on again by pressing the **Power Button**. The **Main Unit** will also automatically turn off when battery power is very low.

When the batteries are low in the **Main Unit**, the **Pixel Buttons** will flash 2 times and then shut off automatically. Please install brand new batteries and try again.



On the Wireless Microphones

1. Power Button with LED

Press the **Power Button** to turn the unit **ON**. Press it again to turn the unit **OFF**.

While connecting with the **Main Unit**, the LED will flash and if connected successfully, the LED will keep on. If a connection is not established within 1 minute, the **Microphone** will automatically turn off.

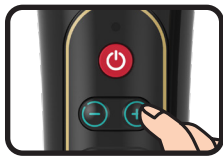
When the batteries are low in the **Microphone**, the LED will flash 3 times and then shut off automatically. Please install brand new batteries and try again.

Note: Please turn off the **Microphones** when not in use.



2. Volume Buttons

Press the + or - **Button** to increase or decrease the volume of the **Microphone**.



3. Singing Effect Buttons

(On the Microphone 1 only)

Press one of the **Singing Effect Buttons** to enhance your singing experience. Press the same button again, or press and hold any **Singing Effect Button** for a few seconds to return to the original voice.



4. Fun Effect Button

(On the Microphone 1 only)

Press the **Fun Effect Button** to switch between voice options: female, male, robot, and original voice. You can also press and hold any **Singing Effect** or **Fun Effect Button** for several seconds to return to the original voice.



GAMES

1-Player Game Mode

Game 1: Words to Music (Microphone Game)

Say a short phrase (within 3 seconds) into the **Microphone** and the unit will turn it into a song.

Game 2: Voice Training (Microphone Game)

Follow the instructions to train your singing skills. Sing a note into the **Microphone** at the pitch that keeps the pink pixel within the requested colour area. If the pink pixel doesn't stay in the correct area, try singing a different note. Complete 7 colour questions to win the game.

Game 3: Snakes (Pixel Lights Game)

The snake moves around, and red blocks appear randomly. Press the red blocks before the green snake eats them. Keep the red blocks away from the snake for 90 seconds to win the game.

Game 4: Four-in-a-row (Pixel Lights Game)

You (blue light) and the unit (red light) take turns lighting up the **Pixel Buttons**. The goal is to get four blue pixels in a row before the unit gets four red pixels in a row. The four-in-a-row can be horizontal, vertical, or diagonal. When you light up your 5th pixel, the oldest one will turn off.

2-Player Game Mode

Game 1: Speedy Catch (Microphone Game)

Watch or listen closely as the **Main Unit** randomly displays a picture or plays a sound. When you see the same picture or hear the same sound again, be the first to make a sound into the **Microphone** and earn 1 point. The first player to reach 10 points wins.

Game 2: Remember the Sequence (Pixel Game)

One player creates a 4-step sequence by pressing the **Pixel Buttons**, and the other player repeats it. Then, take turns creating the sequence. If both players repeat the sequence correctly, start a new round by adding 1 step. The maximum number of steps is 10. If a player fails to repeat the sequence or doesn't complete it on time, they lose.

Game 3: Avoid the Trap (Pixel Game)

One of the pixels is a trap. Two players take turns pressing a **Pixel Button**. A green light indicates a safe spot. The game continues until a player presses the red pixel, which is the trap. The player who hits the trap loses and must do a silly punishment. Press the red pixel to start a new round.

Game 4: Four-in-a-row (Pixel Game)

Players take turns until one player gets four pixels of their colour in a row. Player 1 is blue, and Player 2 is red. The four-in-a-row can be horizontal, vertical, or diagonal. When you light up your 5th pixel, the oldest one will turn off.

SONG LYRICS

Song 1: *The Warm Up Song*

Let's start with a simple line, follow after me,

Do mi so do' sing it clearly,

La la la, music to my ears,

La la la, music to my ears,

La la la, music to my ears,

La la la, music to my ears,

La la la, music to my ears,

Do re mi fa so la ti do',

Do' ti la so fa mi re do

Do re mi fa so la ti do',

Do' ti la so fa mi re do,

Great job warming up, you're ready to sing.

Song 2 : Flashing Harmony

1 Player Version (played when no Microphone or one Microphone is on)

Welcome, singers! Here's what to do,

Follow the lights and sing it true.

Sing "Do-" when the light is red,

I will sing "Mi-" when yellow shows too.

Do- Mi- Let's go!

(Sing "Do" when the red light switches on to make harmony with the unit).

Great job so far, you're doing well,

Now let's add more notes to make them gel,

Sing "Fa-" when Green light is seen,

I will sing "La-" when the Blue light gleams.

Fa- La- Let's go!

(Sing "Fa" when the green light switches on to make harmony with the unit).

Remember your notes, both old and new,

Follow the lights and sing it true.

Red is for "Do-", Yellow for "Mi-",

Green is for "Fa-", Blue is for "La-" Let's go!

(Sing "Do" when the red light switches on, and sing "Fa" when the green light switches on to make harmony with the unit).

Song 2 : Flashing Harmony

2 Player Version (played when two Microphones are on)

Welcome, singers! Here's what to do,

Follow the lights and sing it true.

Singer 1, sing "Do-" when the light is red,

Singer 2, sing "Mi-" when yellow shows too.

Do- Mi- Let's go!

(Player 1 sings "Do" when the red light switches on to make harmony with player 2. Player 2 sings "Mi" when the yellow light switches on to make harmony with player 1).

Great job so far, you're doing well,

Now let's add more notes to make them gel,

Singer 1, sing "Fa-" when Green light is seen,

Singer 2, sing "La-" when the Blue light gleams.

Fa- La- Let's go!

(Player 1 sings "Fa" when the green light switches on to make harmony with player 2. Player 2 sings "La" when the blue light switches on to make harmony with player 1).

Remember your notes, both old and new,

Follow the lights and sing it true.

Red is for "Do-", Yellow for "Mi-",

Green is for "Fa-", Blue is for "La-"

Let's go!

(Player 1 sings "Do" when the red light switches on, and sings "Fa" when the green light switches on. Player 2 sings "Mi" when the yellow light switches on, and sing "La" when the blue light switches on).

SONG 3: *Star of the Show*

*On the stage, Mic in my hand,
it's me and you, and my band,
Rock to the left, shimmy to the right,
let's sing my song through the night!*

*I'm the star of the show, oh, oh-
You like my track? Let me know oh oh-
Sing it with me, lets' go, oh oh -
I wanna hear you go woah oh oh-*

*Dance and groove, jump to the beat,
here there and up the street,
sing the words loud and proud,
I want to hear them - you're my crowd!*

*I'm the star of the show, oh, oh-
You like my track? Let me know oh oh-
Sing it with me, lets' go, oh oh -
I wanna hear you go woah oh oh- woah oh oh- woah oh oh oh!*

SONG 4: *Breaking Free*

*Woke up with a vision, time to take control,
No more second-guessing, I'm ready to roll.*

*I'm breaking free, gonna be the best version of me, version of me
oooh.*

I'll stand tall and conquer all.

Just to wait and see.

Just to wait and see oooh.

*Every step I take, I'm learning to believe,
With the strength inside of me,
I know what I can achieve.*

*I'm breaking free, gonna be the best version of me, version of me
oooh.*

I'll stand tall and conquer all.

Just to wait and see.

Just to wait and see oooh.

*I'm breaking free, gonna be the best version of me, version of me
oooh.*

I'll stand tall and conquer all.

Just to wait and see.

Just to wait and see oooh.

SONG 5: *Dream to Believe*

*Dreamin' is what we do,
just work hard and it can come true.
Believe in all you do, release the inner star in you.*

*It's time to shine,
let your hair down.
You rule your world, now wear that crown!*

*The sun shines bright, the stars in you,
go and do what you wanna do!
Be a sports star, teacher or musician.
Live that dream, that's your mission!*

*It's time to shine,
let your hair down.
You rule your world, now wear that crown!*

*It's time to shine,
let your hair down.
You rule your world, now wear that crown!*

CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat sources.
3. Remove the batteries if the unit will not be in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to excess moisture.

TROUBLESHOOTING

If for some reason the unit stops working or malfunctions, please follow these steps:

1. Please turn the unit **OFF**.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit **ON**. The unit should now be ready to use again.
5. If the unit still does not work, install a new set of batteries.

If there is a pairing problem with your **Bluetooth®** device, please follow these steps:

1. On your **Bluetooth®** enabled device, please go to **Bluetooth®** settings. If “VTech 5817 Karaoke” is found in your list of connected, paired or saved devices, please “forget” or “unpair” it.
2. Disable and enable **Bluetooth®** or restart your device.
3. Turn the **Main Unit OFF** and **ON**.
4. If problem still exist, try to turn off the PIN code by: Press and hold **Left** and **Right Buttons**, then press the top left **Pixel Button**.

IMPORTANT NOTE

If the problem persists, please call our **Consumer Services Department** at **1-800-521-2010** in the U.S., **1-877-352-8697** in Canada, or visit our website **vtechkids.com** and fill out our **Contact Us** form located under the **Customer Support** link. Creating and developing **VTech®** products is accompanied by a responsibility that we take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- (1) This device may not cause interference.
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique 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'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Bluetooth® Statement

The *Bluetooth®* word mark and logos are registered trademarks owned by the *Bluetooth®* SIG, Inc. and any use of such marks by **VTech®** is under license. Other trademarks and trade names are those of their respective owners.

RF Warning Statement:

Model 5817: The device has been evaluated to meet general RF exposure requirement. This device can be used under portable exposure conditions with a minimum distance of 18mm from its antenna to the user. Meet the limit requirements for exemption from SAR testing.

Avertissement RF:

Modèle 5817 : L'appareil a été évalué pour répondre aux exigences générales en matière d'exposition aux RF. Cet appareil peut être utilisé dans des conditions d'exposition portable avec une distance minimale de 18mm de son antenne à l'utilisateur. Satisfaire aux exigences limites d'exemption des tests SAR.

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.

CAUTION

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

Supplier's Declaration of Conformity
47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 5817
Product Name: Karaoke Light Party
Responsible Party: VTech Electronics North America, L.L.C.
Address: 1156 W. Shure Drive, Suite 200
Arlington Heights, IL 60004
Website: vtechkids.com

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 UNDESIRE OPERATION.
CAN ICES(B)/NMB(B)

Supplier's Declaration of Conformity
47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 2477
Product Name: Microphone 1
Responsible Party: VTech Electronics North America, L.L.C.
Address: 1156 W. Shure Drive, Suite 200
Arlington Heights, IL 60004
Website: vtechkids.com

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 UNDESIRE OPERATION.
CAN ICES(B)/NMB(B)

Supplier's Declaration of Conformity
47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 2478
Product Name: Microphone 2
Responsible Party: VTech Electronics North America, L.L.C.
Address: 1156 W. Shure Drive, Suite 200
Arlington Heights, IL 60004
Website: vtechkids.com

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 UNDESIRE OPERATION.
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**Visit our website for more
information about our products,
downloads, resources and more.**

vtechkids.com
vtechkids.ca

Read our complete warranty policy online at
vtechkids.com/warranty
vtechkids.ca/warranty

