Trouble Shooting

1. If doll doesn't function after batteries are put in:
- make sure battery alignment is correct.
- make sure batteries are fresh.
- make sure doll is turned "ON".

2. If doll doesn't "SEE" her accessory:
- make sure object is within her sight range. (see Object Recognition & Distance section)
- make sure doll has stopped talking before you show her a new object.
- make sure batteries are fresh.

3. If doll won't eat her cookie:
- make sure the bite mark is facing towards her mouth.
- tilt back of cookie down towards her chest so it is within sensor range.

4. If doll doesn't know her hair is being brushed:
- hold her hairbrush so that the handle is facing down. (see Brushing Hair Feature section)
- show her the hairbrush when she asks for it and then brush her hair.

5. If doll doesn't recognize you as Mommy:
- make sure you are wearing the Mommy locket.

6. If doll says things about accessories that are not shown to her:
- put in fresh batteries.
- switch doll off and on.
- make sure doll is not being played with close to a computer.

7. If doll is having trouble with two object combinations:

Easy Care Instructions

1. If doll or accessories gets soiled, surface wash with a damp cloth only, then air

PLEASE RETAIN THIS INSTRUCTION SHEET FOR FUTURE REFERENCE

BATTERY CAUTION:
1. Non-rechargeable batteries are not to be recharged.
2. Rechargeable batteries are to be removed from the toy before being charged (if removable).
3. Rechargeable batteries are only to be charged under adult supervision (if removable).
4. Different types of batteries, or new and used are not to be mixed.
5. Only batteries of the same or equivalent types as recommended are to be used.
6. Batteries are to be inserted with correct polarity.
7. Exhausted batteries are to be removed from the toy.
8. The supply terminals are not to be short-circuited.
9. Always use alkaline batteries.
10. Remove batteries before storing.

Note to Parents: Before giving to child,
please remove all plastic fasteners

COMPLIANCE WITH FCC REGULATIONS
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.

Class B digital

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 and correct the interference by one or more of the following measures:
- Reorient of locate 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.

If the digital device portion is also a PC peripheral then the Declaration of Conformity should be included in the manual.

CAUTION: FCC Regulations state that any changes or modifications to this product, not expressly approved by the party responsible for compliance, could void the user's authority to operate

Toy Biz' Toll Free
Customer Service Number
1-800-634-7539

Meets or exceeds all safety requirements of ASTM F963.
We constantly improve and update our products. Sometimes, as a result
of these improvements, what is seen on the package may differ somewhat
in color and content from the product inside.
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Instructions

Ages 3 and Up
Item No. 33490
Requires 4 "AA" batteries (not included)

Baby "I Know!" TM

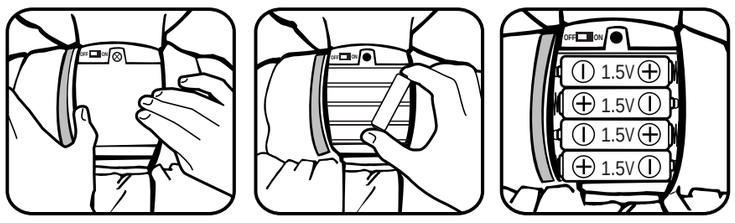
She's the first doll to recognize multiple accessories at the same time by just showing her!

Baby " I Know!" comes with:

- Doll • Soft Doggie • Soft Kitty • Mommy Locket • A,B,C and 1,2,3 Book of Games
- Cookie • Blanket • Flower • Hair Brush

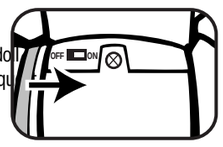
Battery Installation:

Open the hook and loop closure on the back of the doll and carefully unscrew the back of the battery box with a Phillips head screwdriver. Insert 4 "AA" batteries as indicated. Replace cover and tighten screw. Pinch the hook and closure seam closed.



To Begin Play:

Open the hook and loop closure on the back of the doll. Turn the switch to the "ON" position. The doll will require an object and you can begin play.

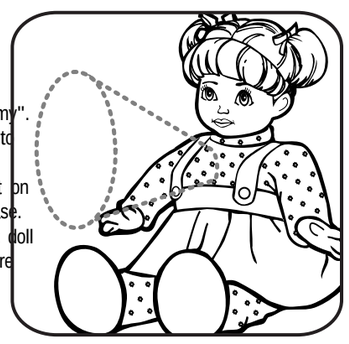


Sleep Mode Feature:

If doll is not played with, she will say "Nap Time" and go into sleep mode. You can reactivate the doll by picking her up. You can also turn her on by turning the switch on her back to "OFF" and

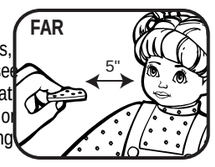
Just Show Baby "I Know!" and She'll Tell You:

For the doll to "SEE" an object, it must be brought within her detection range. There is a sensor hidden inside of the doll's chest, which allows her to "SEE" her accessories. Sometimes the doll will say "Let's play Mommy". This means you get to pick what she wants to play with and you can show her anything.
NOTE: If doll is talking, she will not comment on another object until she has finished her phrase. Also, if doll says "Pick me up Mommy," pick doll up and make sure none of her accessories are in detection range.



Object Recognition & Distance:

When doll asks for one of her accessories, bring it 5" or closer to her so she can see it. After she has said something about that object, she might ask to smell, eat, kiss or hug it. This means she wants you to bring the object closer to her (approx. 2" or closer
to her sensor)



Multiple Object Recognition:

If the doll sees an accessory, sometimes she will ask to play with a second accessory at the same time. Don't remove the accessory, just bring her the second one so she can see them both. For example, if she "sees" the doggie, she might say "Doggie wanna smell flower", you shouldn't move the doggie, you should just bring in the flower so the doll can "see" that. You don't have to wait for doll to ask to see a second object, can introduce a second object into play whenever you'd like.

Mommy Recognition/ The Flower Locket:

The person who is going to be the doll's Mommy should wear this special locket so the doll can recognize her as the "Mommy". The doll loves her Mommy so much, whenever the locket is "seen" by her, she will give love to her Mommy. **NOTE:** Anytime you show the doll the Mommy locket, she will change her request to a new one.

Playing Games:

Whenever you show the doll the A,B,C and 1,2,3 Book of Games, she will want to play one of her three games: (note that sometimes she wants to play a game even if she hasn't seen her book)

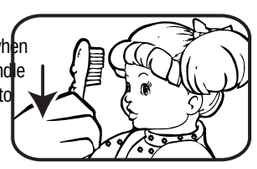
a) **Color Game:** when doll says "I Know! Colors", it's time to play the color game! She'll ask to see a specific color and you should find an object that is that color and show it to her. She can also tell you the color of all of the objects in her book.

b) **Letter Game:** when doll says "I Know! Letters", it's time to play the letter game! Just show her one of her accessories and she will tell you the first letter it's spelled with.

c) **Number Game:** when doll says "1,2,3, I Know! Numbers", she wants to count for you! Hold up one of her accessories in front of her and she'll say "I see one". Leave that accessory in range and show her a second and third accessory, and she will count to three. After she counts to three, she'll tell you about what she saw.

Brushing Hair Feature:

When doll wants you to brush her hair, she loves when you brush her bangs first. Brush her bangs with handle held downward in front of her face. Then move on to the rest of her hair.



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