

BLUEY



Instruction Manual

DRESS UP BLUEY



BBC
STUDIOS

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INTRODUCTION

Let's play pretend with the **VTech® Bluey Dress Up Bluey!** Change out the accessories and transform Bluey into familiar characters from the show to hear different responses when her hats or glasses are switched out. How delightful!



INCLUDED IN THE PACKAGE

- One **Dress Up Bluey**
- One Granny Blanket
- One Chef Hat
- One Zoo Keeper Hat
- One Granny Glasses
- One Goggles
- One Wagon
- One Spatula
- One Water Blaster
- One Magic Asparagus
- One Beach Spade
- One Quick Start Guide

WARNING

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties 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 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.

Remove Rope From Bluey

Please cut one side of the rope along the bottom of the toy cabinet and take the rope out by pulling the other side of the rope.



GETTING STARTED

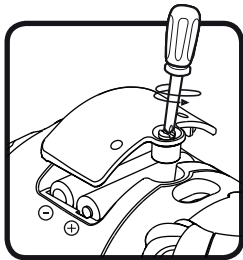
Exiting Try-Me Mode

The unit is in try-me mode in the packaging. Press Bluey's nose to wake up the unit, then put Bluey to sit on wagon. The unit will be restarted, then you can switch out different accessories or slide the mode switch to explore different responses. This confirms that try-me mode has been exited.

Before playing for the first time, please install 2 new AAA batteries. (The AAA batteries included in the unit are for demo purposes only and are not long life batteries).

BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned **Off**.
2. Locate the battery cover on the back of the unit. Use a screwdriver to loosen the screw and then open the battery cover.
3. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery.
4. Install 2 new AAA (LR03/AM-4) batteries following the diagram inside the battery box (for best performance, alkaline batteries or fully charged Ni-MH rechargeable batteries are recommended).
5. Replace the battery cover and tighten the screw to secure.





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.

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 toy before charging.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

IMPORTANT : INFORMATIONS CONCERNANT LES PILES

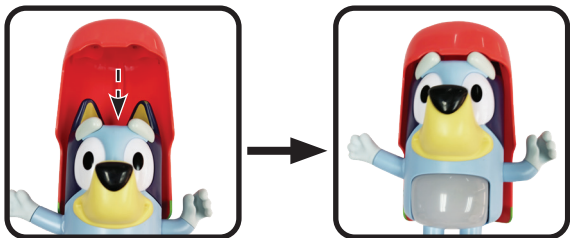
Les piles fournies avec le produit permettent de tester le jouet en magasin mais ne sont pas des piles longue durée.

- 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.

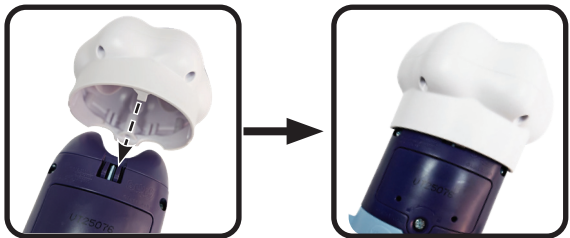
PILES RECHARGEABLES

- 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.

How to insert the hat or glasses properly.



Align the groove on the brim of the Granny Blanket with Bluey's eyebrows and insert it.



Align the clasp at the back of the Chef Hat with the hole on the right and insert it.



Align the clasp at the back of the Zoo Keeper Hat with the two holes and insert it.



Align the clasp on the left side of the Goggles with the hole under Bluey's left ear and insert it.



Align the clasp on the right side of the Granny Glasses with the hole under Bluey's right ear and insert it.

Product Features

1. Power/Volume Switch

Slide the **Power/Volume Switch** to the low volume or high volume position to turn the unit on and to adjust the volume. Slide the Power/Volume Switch to the off position to turn the unit off.



2. Mode Switch

Slide the **Mode Switch** to explore Dress Up mode, Music Fun mode and Fun Play mode.



3. Nose Button

Press the **Nose Button** to hear Bluey's response as the different characters.



4. Right Hand

Wave Bluey's **Right Hand** up or down to hear her adorable responses and to trigger eye movement. In music mode, wave Bluey's **Right Hand** to choose different melodies.



5. Left Hand

Bend Bluey's **Left Hand** up or down to hear her adorable response, and catch the wagon. In music mode, wave Bluey's **Left Hand** to choose different melodies.



6. Sitting and Standing

Bend Bluey's Legs to sit down or stand up to hear her adorable response.



7. Dress Up Accessories

Dress up with the Granny Blanket, Chef Hat, Zoo Keeper Hat, Granny Glasses or Goggles to transform Bluey into familiar characters from the show, hearing different responses when her hats or glasses are switched out.

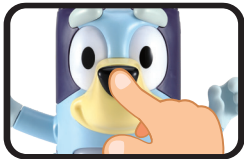
NOTE : For the best performance, place the accessories onto the correct position on Bluey, you may hear the click sound.

8. Bluey's Wagon

Place Bluey on the wagon to explore different responses. The wagon can be pushed or pulled by Bluey.

9. Automatic Shut-Off

To preserve battery life, the unit will automatically power-off after about 1 minute without input. The unit can be turned on again by pressing the nose button.



ACTIVITIES

1. Dress Up Mode

Have Bluey wear different hats or glasses and she'll respond as different characters.

2. Music Fun Mode

Bluey will play lively melodies to dance to. Have Bluey wear different hats or glasses to hear special melodies from the show.

3. Fun Play Mode

There are two parts in this mode, one is the “Follow me” game. Follow Bluey’s instructions to play a quick action game. The second part is the “Magic Asparagus” game, Bluey likes to take the magic asparagus to turn you into any animals. Enjoy the magic time and pretend to different animals with Bluey.

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 when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

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

1. 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.

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.

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: 5846
Product Name: Dress Up Bluey
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)

**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

