



# Parent's Guide

## Super Learning Phone



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91-003605-001 (US)

# INTRODUCTION

Thank you for purchasing the **PJ Masks Super Learning Phone**. Jump into the night to save the day with the PJ Masks! Help Catboy, Owlette and Gekko save the day as they stop Night Ninja, Romeo and Luna Girl from getting into mischief! This pretend phone includes three learning games and three fun apps that test your skills with numbers, counting, matching, logic and more. You can also receive fun virtual voice messages from six of the PJ Masks characters and use voice-activated play to make pretend phone calls.



# INCLUDED IN THIS PACKAGE

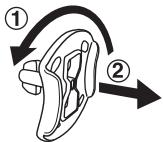
- One PJ Masks Super Learning Phone
- One parent's guide

## 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 keep this parent's guide as it contains important information.

## Unlock the packaging lock:

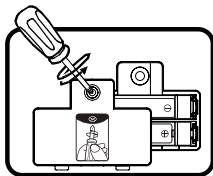


- ① Rotate the packaging lock 90 degrees counterclockwise.
- ② Pull out the packaging lock and discard.

# GETTING STARTED

## BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the back of the unit.
3. Open the battery cover using a screwdriver (not included).
4. Install 2 new AAA (LR03/AM-4) batteries as illustrated. (The use of new, alkaline batteries is recommended for maximum performance.)
5. Replace the battery cover and tighten the screw to secure.



## BATTERY NOTICE

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable, or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

## PRODUCT FEATURES

### 1. On/Off Button

To turn the unit **ON**, press the **On/Off Button**. Press the **On/Off Button** again to turn the unit **OFF**.

### 2. Character Buttons



Press one of the six **Character Buttons** (Catboy, Gekko, Owlette, Night Ninja, Luna Girl or Romeo) to hear fun messages.

### 3. Activity Buttons



Press the **Activity Buttons** to play one of the three learning games, view the Photo Album or adjust the Settings.

### 4. Number Buttons



Press the **Number Buttons** to learn about numbers or to answer number-related questions.

### 5. Let's Chat Button

Press the **Let's Chat Button** to enter the Let's Chat activity. This activity uses the voice-activation feature. The LED will light up when this button is activated.

### 6. Enter Button

Press the **Enter Button** to confirm your choice.

### 7. Left/Right Buttons

Press the **Left/Right Buttons** to make a selection in activities or menus.

### 8. Call Button

Press the **Call Button** to make a virtual phone call. The phone will ring, and then you can pretend to leave a message on the answering machine. You can also change the ringtone in the Settings.

## 9. Cancel Call Button

Press the **Cancel Call Button** at any time to exit the current activity.

## 10. Microphone

The **Microphone** is located on the top left and is used for the sound activation feature. For best results, position your mouth 4 - 5 inches away from the microphone.



## 11. Automatic Shut Off

To preserve battery life, the **PJ Masks Super Learning Phone** will automatically turn off after several minutes of inactivity. The unit can be turned **ON** again by pressing the **On/Off Button**. The unit will also automatically turn **OFF** when the batteries are very low. A warning will be displayed on screen as a reminder to change the batteries.

**Note:** If the unit powers down while playing, we suggest changing the batteries.

# ACTIVITIES

## 1. Voice Messages

Press any of the six **Character Buttons** (Catboy, Gekko, Owlette, Night Ninja, Luna Girl or Romeo) on the phone play animations and hear fun messages.



## 2. Night Ninja vs the HQ

Ninjalinos are taking over Headquarters! Some Ninjalinos are moving in and out of HQ. Watch carefully and decide how many Ninjalinos are still inside when they stop moving. Help take back HQ by touching the **Number Buttons** to answer.

### 3. Matching Shapes



Owlette needs to help the butterflies. Blow into the **Microphone** to help Owlette remove the leaves. When the leaves are cleared, Owlette discovers that the butterfly's wings don't match. Press the **Left/Right Buttons** to select the matching wing, and press **Enter** to confirm your choice.

### 4. Numbers in the Dark



Romeo has hidden some of the PJ Masks' belongings in a locker in his lab and written down the passcode. Gekko is in the dark lab with a flashlight and needs help finding the passcode. Touch the **Number Buttons** to answer.

### 5. PJ Masks Photo Album



Use your phone to check out some pictures of the PJ Masks in action. Press the **Left/Right Buttons** to scroll through the photo album, and press **Enter** to choose a photo to view.

### 6. Settings



Press this button to adjust the screen contrast, turn background music **ON/OFF**, and choose one of the five ringtones to personalize your phone.

### 7. Let's Chat



Let's call the PJ Masks! Press the **Let's Chat Button** to speed dial the PJ Masks. One of the PJ Masks will answer the phone and will ask you some questions. Speak into the **Microphone** to answer or press the **Cancel Call Button** at any time to hang up.

## 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 a hard surface and do not expose the unit to excess moisture.

## TROUBLESHOOTING

If for some reason the program/activity stops working, stops working, 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 back **ON**. The unit will now be ready to play again.
5. If the unit still does not work, replace with an entire set of new batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, or by going to our website at [vtechkids.com](http://vtechkids.com) and filling out our Contact Us form located under the Customer Support link. A service representative will be happy to help you.



**IMPORTANT NOTE:**

Creating and developing **VTech®** products is accompanied by a responsibility that we at **VTech®** 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 call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, or by going to our website at [vtechkids.com](http://vtechkids.com) and filling out our Contact Us form located under the Customer Support link with any problems and/or suggestions that 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

Trade Name: VTech®  
Model: 1990  
Product name: PJ Masks Super Learning Phone  
Responsible Party: VTech Electronics North America, LLC  
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-3 (B)/NMB-3(B)*

**CLASS 1  
LED PRODUCT**



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

***vtechkids.com***

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



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