

**CMYK Production Information** Spin Master Packaging Team +86-759 8108 0068

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Prepared by: Athena on 5/13/2013 with Adobe CS5.5 software

This contract proof is using Spin Master Standard profile printed by Epson printer ( 9800 / 9880 / Canon IPF 8100 / )

Remarks:

- Do not use this file for production.
- This contract proof is calibrated to meet offset printing color standard, printed on Epson Commercial Semi-Matte paper with Epson UltraChrome ink.
- This contract proof simulates color reproduction on CMYK. All elements and colors on this proof must be matched. Proof should be assessed under standard 5000K light.
- The line ruling for this print production is 175 lpi.
- To maintain the exact color of this contract proof, it is recommended not to expose to excessive light. This contract proof will be expired 2 years from the date of sign-off.

**LET'S PLAY**

DO: Hold a ball or object in front of Zoomer, and slowly move it forward and back.

SAY: Zoomer, let's play.

ZOOMER WILL: Bark happily.

ZOOMER WILL: Lunge at the object, nudge it forward, back up, then repeat.

**SHAKE A PAW**

SAY: Zoomer, shake a paw.

DO: Move your hand toward one of his paws.

ZOOMER WILL: Twist his torso and move one paw toward you.

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**Hi, I'm Zoomer**

Thanks for adopting me. I love to learn and play. So teach me, play with me, love me and I'll be your best friend forever!

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**LOOK AT ME**

SAY: Zoomer, look at me.

DO: Hold your hand in front of his chest and move it left to right.

ZOOMER WILL: Follow your hand with his eyes.

**SPEAK**

SAY: Zoomer, speak.

ZOOMER WILL: Bark

ZOOMER WILL: Bend back legs with each bark.

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4. Locate the included USB charging cable.

5. Connect the USB cable to the computer for charging. You may also use a USB wall adapter (not included) to charge directly from any household wall outlet.

6. Insert the mini USB end into the charge port on the underside of Zoomer.

**IMPORTANT REMINDER:**  
Always disconnect USB cable and close the charging compartment, before playing with Zoomer.

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**Adoption Certificate**

This certifies that **ZOOMER** belongs to \_\_\_\_\_

**Adoption Date:** \_\_\_\_\_

OFFICIAL SEAL OF ADOPTION

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**PROTECT ME**

SAY: Zoomer, protect me.

ZOOMER WILL: Growl, bark

ZOOMER WILL: Lunge forward with front legs down, back legs up, and bark at any motion.

**I LOVE YOU**

SAY: Zoomer, I love you.

ZOOMER WILL: Bark 'I love you'

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7. Check level of charge by pressing on Zoomer's head.

8. When fully charged Zoomer's eyes will fully light up.

Note: Charge time is approximately 1 hour. Operating time ranges from 20-30 minutes. Before recharging, wait 10-15 minutes to let the battery cool down.

After turning Zoomer on, set him on the ground and pat him on the head to wake him up.

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**SIT DOWN**

SAY: Zoomer, sit down.

ZOOMER WILL: Fold back legs and keep front legs straight.

**LAY DOWN**

SAY: Zoomer, lay down.

ZOOMER WILL: Fold all legs completely.

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**INDEPENDENT MODE!**

DO: Scratch his chest and watch his eyes change.

Zoomer behaves like a real dog. If you stop giving him commands, he will wander around doing his own thing.

Here are some of the things he might do:

- Stretch • Wag his tail • Pant • Bark for your attention
- Sneeze • Lay down • Burp • Wander or sniff around • Chase his tail • Pee.

If you leave him unattended for too long, he will eventually get tired and fall asleep.

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Note: Under the environment with electrostatic discharge, the toy may malfunction and require user to reset the toy. To reset product, turn it completely off, then turn it back on. If normal operation does not resume, move the product to another location and try again. To ensure normal performance, recharge the batteries, as low batteries may not allow full function.

Your ZOOMER™ is equipped with a Lithium Polymer battery. **SPECIAL LIPO BATTERY INSTRUCTIONS:** Never charge battery unattended. Charge battery in an isolated area. Keep away from flammable materials. Do not expose to direct sunlight. There is a risk of the batteries exploding, overheating, or igniting. Do not disassemble, modify, heat, or short circuit the batteries. Do not place them in fire or leave them in hot places. Do not drop or subject to strong impacts. Do not allow the batteries to get wet. Only charge the batteries with the specified Spin Master USB cable. Only use the batteries in the device specified by Spin Master™. Carefully read the instruction guide and use the batteries correctly. In the unlikely event of leakage or explosion use sand or a chemical fire extinguisher for the battery. Batteries must be recycled or disposed of properly.

**PRODUCT BATTERY REMOVAL INSTRUCTIONS:** Internal battery is factory installed, product disassembly and battery removal must be performed by an adult. Do not puncture, cut, tear, compress or deform product during disassembly. Ensure product is turned off, then use a screw driver to remove all screws. Separate product body halves to expose internal electronics. When battery is visible in its entirety use scissors to cut a single battery wire, immediately wrap the cut wire end with tape to isolate it, repeat until all battery wires are cut and isolated, and the battery is free from the rest of the product. Dispose of battery in accordance with your local battery recycling or disposal laws. NOTE: Opening of product and/or removal of battery will render product inoperative and voids manufacturer warranties, dispose of remaining product components in accordance with local laws.

Contains 1 x 3.7V LiPo battery. Batteries or battery packs must be recycled or disposed of properly. When this product has reached the end of its useful life, it should not be disposed of with other household waste. The Waste Electrical and Electronic Equipment Regulations require it to be separately collected so that it can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The "wheeled bin" symbol means that it should be collected as "waste electrical and electronic equipment". You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.

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**FOLLOW ME**

SAY: Zoomer, follow me.

DO: Stand in front of Zoomer then slowly walk forward.

ZOOMER WILL: Bark twice.

ZOOMER WILL: Follow your feet.

**GO TO SLEEP**

SAY: Zoomer, go to sleep.

ZOOMER WILL: Yawn, give a sleepy groan, then snore.

ZOOMER WILL: Turn around in a circle then lay down.

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**TRAINING MODE**

- Be patient when training Zoomer. He is still a little pup and some commands are more difficult to learn than others. You may need to repeat some commands until he learns them.
- When he is in a good mood he will be better at listening to your commands. When he is in a bad mood, he may prefer to do his own thing.
- Zoomer will remember his training, but if you don't practice his commands regularly, he might forget and have to learn again.

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**TRAINING Zoomer**

Zoomer is an interactive dog with multiple sensors, allowing him to behave just like a real pet. These icons represent the actions you take to operate Zoomer and the response Zoomer will make. Remember: speak clearly so Zoomer can understand.

SAY: Give Zoomer a voice command.

ZOOMER WILL: respond with barks or will speak.

ZOOMER WILL: execute your command.

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**GETTING TO KNOW Zoomer**

**Rear Touch Button**  
Press Zoomer's back to make him do a random trick.

**Head Touch Button**  
Press down on Zoomer's head to make him listen to you.

**Infrared Receivers**  
Zoomer can sense objects around him.

**Voice Sensor**  
Zoomer can hear your voice commands from 30.48 cm - 91 cm (1-3 ft) away.

1 USB Charging Cable

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**PLAY DEAD**

SAY: Zoomer, play dead.

ZOOMER WILL: Roll on to his back and an X appears in his eyes.

**ROLL OVER**

SAY: Zoomer, roll over.

ZOOMER WILL: Roll over and get back up.

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**HOW TO CHARGE Zoomer**

**! DANGER!**  
Never insert any sharp objects, pins or screws into Zoomer. All this may puncture the internal battery!

Before playing with Zoomer the LiPo battery needs to be charged.

- Locate and flip open the charging compartment on the underside of Zoomer.
- Set Zoomer to ON (I) mode.
- Set Language mode:  
A = English, B = French, C = Spanish.

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**GO FOR A WALK**

SAY: Zoomer, let's go for a walk.

ZOOMER WILL: Bark

ZOOMER WILL: Wag his tail and run around with excitement.

**COME HERE**

SAY: Zoomer, come here.

ZOOMER WILL: Bark and pant.

ZOOMER WILL: Fold his legs and move towards the first thing he sees.

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You can also play with Zoomer by engaging his sensors. He can see and sense people and objects in front of him and will react to your movements.

DO: A motion or action with your body.

ZOOMER WILL: respond with barks or will speak.

ZOOMER WILL: execute your command.

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**LISTENING MODE**

- Before giving Zoomer a command, push down on his head and wait until the '?' icon appears in his eyes and stands still. Start every command by saying ZOOMER to get his attention.
- If Zoomer displays an 'X' in his eyes, he did not understand the command, repeat your command.

NOTE: You need to push down Zoomer's head and wait for his listening eyes '?' before every command.

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