

vtech®

User's Manual

# KiDi FLUFFIES

## CAT



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**VTech understands that a child's needs and abilities change as they grow and with that in mind we develop our toys to teach and entertain at just the right level...**

## **vtech** Baby

**Toys that will stimulate their interest in different textures, sounds and colours**

### **I am...**

...responding to colours, sounds and textures

...understanding cause and effect

...learning to touch, reach, grasp, sit-up, crawl and toddle

Birth-36 months



## **Pre-School**

**Interactive toys to develop their imagination and encourage language development**

### **I want...**

...to get ready for school by starting to learn the alphabet and counting

...my learning to be as fun, easy and exciting as can be

...to show my creativity with drawing and music so my whole brain develops

3-6 years



## **Electronic Learning Computers**

**Cool, aspirational and inspiring computers for curriculum related learning**

### **I need...**

...challenging activities that can keep pace with my growing mind

...intelligent technology that adapts to my level of learning

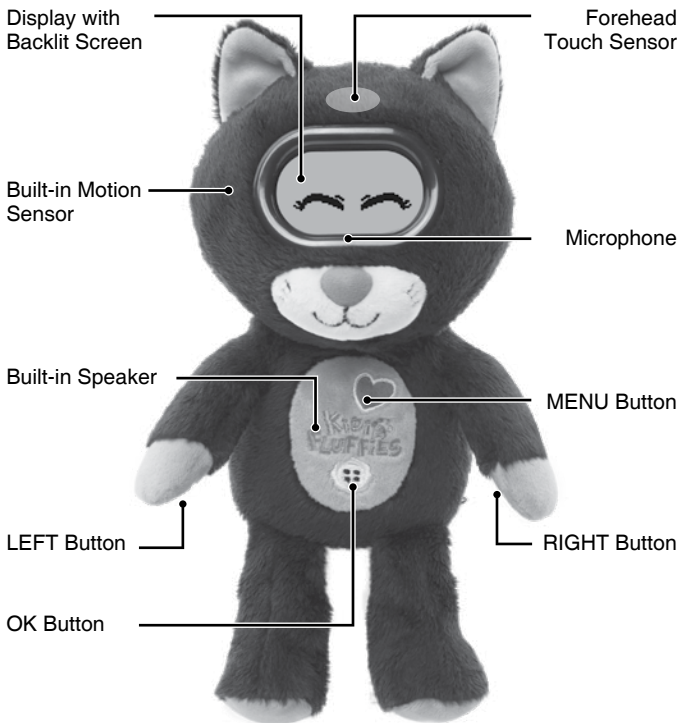
...National Curriculum based content to support what I'm learning at school

4-10 years







# INTRODUCTION

Thank you for purchasing **KidiFluffies** by **VTech**. KidiFluffies Cat is your soft, interactive friend! KidiFluffies love lots of affection. Spend lots of time exercising, feeding and playing games to keep them happy. KidiFluffies respond to motion, sound and touch with fun responses and eye expressions. Personalise by recording your child's name and birthday!



# PRODUCT FEATURES

|   |  |
|---|--|
|    | <b>MENU Button</b><br>In Pet Mode, press this button to enter the Main Menu or to go back to the previous submenu. In Games, press this button to quit. In any screen, press and hold this button to put the unit into Standby mode quickly.         |
|    | <b>OK Button</b><br>In Pet Mode, press this button and this will tickle KidiFluffies tummy. In the Main Menu, press this button to confirm a selection or setting.   |
|    | <b>LEFT &amp; RIGHT Buttons</b><br>In Pet Mode, press these buttons to hold KidiFluffies hands. In the Main Menu, press these buttons to select an icon or to change a value in a setting field.   |
|    | <b>Forehead Touch Sensor</b><br>In Pet Mode, swipe the forehead to soothe your KidiFluffie. In Main Menu or Music Mode, touch KidiFluffies forehead to return to the Pet Mode.   |
|    | <b>Motion Sensor</b><br>The built-in motion sensor will work in <b>Pet Mode</b> or <b>Exercise Games</b> , please refer the <b>Pet Mode</b> and <b>Exercise Games</b> sections for details.  |
|  | <b>Microphone</b><br>The microphone will work in <b>Pet Mode</b> , Silly Talk and some of the Settings. Please refer to the <b>Pet Mode</b> and <b>Main Menu</b> sections for details. NOTE: The microphone is close to the bottom of the LCD frame. |
|  | <b>Display with Backlit Screen</b><br>The backlight will turn off when the unit goes into standby mode. Note: The screen is not touch screen but it will respond in <b>Pet Mode</b> to silly talk by double tapping on the screen.                   |

# INCLUDED IN THIS PACKAGE

- One VTech® KidiFluffies
- One user's manual

**WARNING:** All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

**NOTE:** Please keep this instruction manual as it contains important information.

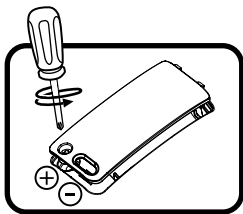
## GETTING STARTED

### Battery Installation

1. Make sure the unit is turned OFF. Locate the battery cover on the electronic box inside the unit. Use a screwdriver to loosen the screw.

2. Install 2 new AA (UM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)

3. Replace the battery cover and tighten the screw to secure.



### Battery Notice

- Use new alkaline batteries or fully charged Ni-MH (Nickel Metal-hydride) rechargeable batteries for best 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 (Ni-Cd, Ni-MH), 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.

## Disposal of batteries and product



The crossed-out wheeled bin symbols on products and batteries, or on their respective packaging, indicates they must not be disposed of in domestic waste as they contain substances that can be damaging to the environment and human health.



The chemical symbols Hg, Cd or Pb, where marked, indicate that the battery contains more than the specified value of mercury (Hg), cadmium (Cd) or lead (Pb) set out in Battery Directive (2006/66/EC).

The solid bar indicates that the product was placed on the market after 13th August, 2005.

Help protect the environment by disposing of your product or batteries responsibly.

For more information, please visit:

[www.recycle-more.co.uk](http://www.recycle-more.co.uk)

[www.recyclenow.com](http://www.recyclenow.com)

## Low Battery

When the battery power is low, the main unit will enter Standby Mode automatically. If you see the Low Battery warning appear on screen please replace the batteries.



## First Time Setup

Before you can start using the VTech® KidiFluffies normally, you need to exit Try me Mode. Locate the Mode Switch on the electronic box inside the unit, and turn the switch to the Normal position.



Press any button to turn the unit ON. You will be asked to enter the date and time. Press the LEFT or RIGHT button to change the value in the highlighted field, then press the OK button to go to the next field. Confirm each field until the clock setup is complete.



# Standby Mode

To preserve battery life, the VTech® KidiFluffies will automatically enter Standby Mode after approximately 120 seconds without input. The unit can be woken again by pressing the LEFT or RIGHT button. In Standby Mode the backlight will be off, and there will be no animations. The KidiFluffies eyes will update each minute to reflect its current condition.



# PET MODE

When KidiFluffies is in Standby Mode press the LEFT or RIGHT button to activate Pet Mode. If you are on the MENU screen, touch KidiFluffies FOREHEAD to return to Pet Mode.













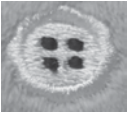


Interact with your KidiFluffies in Pet Mode by speaking to or moving it around. It will respond with different eye expressions and phrases.







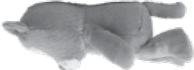

## Trick Commands

When KidiFluffies is in standby in Normal condition, it will respond to 13 actions.

|   |   |
|---|---|
| <p>1. Silly Talk</p>  | <p>Double tap on the screen to activate Silly Talk mode. Here KidiFluffies will repeat what you say. Speak when you see its listening eyes  . Press the OK button to exit Silly Talk or it will return to idle state automatically. Note: You can also use the <b>Main Menu</b>  &gt;  to enter Silly Talk.</p> |
| <p>2. Air Play</p>   | <p>Throw KidiFluffies into the air and listen to the fun responses.</p> <p>Note: If you do this too many times it will not like this and ask you to stop.</p>   |

|   |   |
|---|---|
| <p>3. Shake-Shake</p>             | <p>Shake KidiFluffies to get its attention.<br/>         Note: If you do this too many times it may get dizzy 🌀🌀. You can continue to play when its eyes return to normal.</p>  |
| <p>4. Rock-a-Bye</p>             | <p>KidiFluffies will go for a nap if you rock it like a baby.<br/>         NOTE: Once asleep you can press its keys or move it to try and wake it. However it is best to let KidiFluffies rest for at least 4 hours to keep it healthy.</p>   |
| <p>5. Give Me A High Five</p>    | <p>Press the LEFT or RIGHT button and KidiFluffies will ask you to give it a high five. Press the LEFT or RIGHT button again to give it a high five.</p>  |
| <p>6. The KidiFluffies Song</p>  | <p>Press the LEFT and RIGHT buttons together to hear the KidiFluffies song!</p>   |
| <p>7. Tickle-Tickle</p>          | <p>Press the tummy (OK Button) to make KidiFluffies laugh.<br/>         Note: If you do this too many times it may be too much for KidiFluffies and it will become upset 😡😡. If this happens soothe KidiFluffies by swiping its forehead.</p> |
| <p>8. Soothe Me</p>            | <p>Show affection by swiping KidiFluffies forehead.<br/>         NOTE: If upset, doing this will make KidiFluffies feel loved and happy.</p>  |
| <p>9. Secret Talk</p>          | <p>Keep talking to your kidifluffie and it will ask you to tell it a secret!<br/>         Note: For this to work please ensure KidiFluffies is in idle mode. If it is in Silly Talk Mode press the OK button to return to idle mode.</p>      |



|   |   |
|---|---|
| <p>10. Noise Detector</p>  | <p>KidiFluffies doesn't like loud noises and will react to any loud noises it hears.</p>  |
| <p>11. Upside Down</p>   | <p>Hold your KidiFluffies upside down to hear its responses.<br/>         Note: If you do this continuously KidiFluffies will get upset  . To make KidiFluffies feel better swipe its forehead until it is happy again.</p> |
| <p>12. Face Down</p>      | <p>Lay KidiFluffies face down and hear its responses.</p>   |
| <p>13. Face Up</p>        | <p>Lay KidiFluffies on its back and hear its fun responses.<br/>         NOTE: KidiFluffies will not give any response in this position when it feels sleepy.</p>   |

### Pet Levels and Status

To check the current level of your KidiFluffies, you can use the Clipboard Item



Pet's Level (0 to 10)





























Stars of current level

Pet's Condition

When you play the **Exercise Games** or **Fun Games**, your KidiFluffies will earn stars. To move to the next level and unlock secret items you need to collect all stars by playing games.

Refer to the table below to see which actions you should take in different pet conditions.

| Pet Eyes  | Pet Status   | Pet conditions                 | What to do  |
|---|--|--------------------------------|---|
|    |  OK | Normal                         | Keep playing games, feeding and resting your KidiFluffies to keep it in good health.  |
|    |  !  | Hungry                         | Give KidiFluffies some food. Give as much food as you like, once full KidiFluffies will refuse any more food.<br> >               |
|    |  !  | Thirsty                        | Give KidiFluffies a drink. Once full KidiFluffies will refuse anything else to drink.<br> >                                       |
|    |  !  | Unhappy                        | Play the Exercise Games or Fun Games.<br> >  or  |
|    |  !  | Sick                           | Give KidiFluffies some medicine.<br> >  >        |
|    |  !  | Tired and needs to take a nap. | Swing KidiFluffies back and forth slowly to make it take a nap. Please refer to <b>PET MODE &gt; Trick Commands &gt; 4. Rock-a-bye</b>  |
|  |   | Napping                        | When KidiFluffies is napping leave it to sleep. If you press any button this will wake KidiFluffies up.   |

|   |  |                   |  |
|---|--|-------------------|--|
|  |  | <p>Sleep Time</p> | <p>When KidiFluffies is in Sleep Time it will refuse to play any games or activities, but you can still use the Music Player feature.</p> <p>Your KidiFluffies will wake once its set sleep time is over.</p> <p>NOTE: To change or remove the sleep-time settings, please refer to <b>MAIN MENU &gt; Parent Settings</b> section.</p> |
|---|--|-------------------|--|





## MAIN MENU

In Pet Mode, you can press the MENU button to enter the main menu. Press the LEFT or RIGHT button to select a submenu and press the OK button to enter. In any submenu or setting screens, use the MENU button to return to the last screen.













### Care & Items

In this submenu, you can find the tools or items for your KidiFluffies.

|   |                  |   |
|---|------------------|---|
|     | <p>Fish</p>      | <p>Food item</p>  |
|    | <p>Water</p>     | <p>Drink item</p>   |
|  | <p>Medicine</p>  | <p>Use the medicine when your KidiFluffies is sick.</p>               |
|   | <p>Clipboard</p> | <p>Use the clipboard to check the condition of your KidiFluffies.</p> |

Items will be unlocked when a new level is reached.

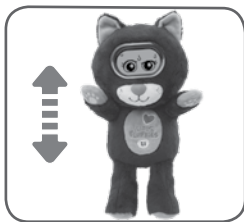
|   |                |            |                      |
|---|----------------|------------|----------------------|
|  | Milk           | Drink item | Unlocked at Level 1  |
|  | Apple          | Food item  | Unlocked at Level 2  |
|  | Pet Food       | Food item  | Unlocked at Level 3  |
|  | Bread          | Food item  | Unlocked at Level 4  |
|  | Biscuit        | Food item  | Unlocked at Level 5  |
|  | Banana         | Food item  | Unlocked at Level 6  |
|  | Juice          | Drink item | Unlocked at Level 7  |
|  | Sponge<br>Cake | Food item  | Unlocked at Level 8  |
|  | Apple Pie      | Food item  | Unlocked at Level 9  |
|  | Pizza          | Food item  | Unlocked at Level 10 |



## Exercise Games

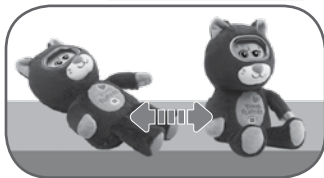
### Jumping Fun

Move your KidiFluffies up and down as if it were jumping. Do this as many times as you can until the time runs out.



### Sit-up Mania

Move your KidiFluffies from lying position to sitting position as many times as you can until the time runs out.



## Crazy Dance

Shake your KidiFluffies in all directions as if it were dancing until the time runs out.

NOTE: Your KidiFluffies will refuse to enter the game mode if it is not in the Normal condition.



## Fun Games

### Leaf Catcher

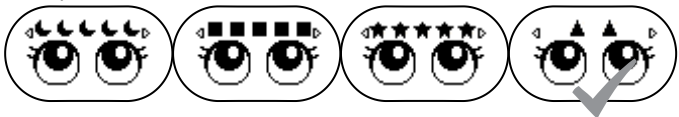
Catch the leaves! When a leaf falls onto the left eye, press the left button. When a leaf falls onto the right eye, press the right button. If a leaf falls on both eyes press and hold both buttons at the same time. If you see a bubble fall onto the eye do not press the button on that side.



### Odd One Out

Press the LEFT and RIGHT buttons to see the 4 patterns. Press the OK button to select the pattern that is different from the rest within the time limit.

Example:



### Singing Fun

To hear the KidiFluffies jam to the tune of the song press the LEFT, RIGHT or OK button when the note gets to the middle of the bracket to make it sing in time.



NOTE: KidiFluffies will refuse to enter the game mode if it is not in the Normal condition.





## Relaxing Music Mode

Listen to 10 relaxing melodies. Press the LEFT and RIGHT buttons to move between melodies. The music will stop when all melodies have played once. Touch KidiFluffies forehead to return to **Pet Mode**.

NOTE: The unit will enter standby mode after 1 minute, you need to press the LEFT or RIGHT button to wake up the unit.



### Silly Talk Mode







Press this icon to hear KidiFluffies repeat what you say in a silly voice. When KidiFluffies is listening  , talk to it and it will repeat what you say in a silly voice. Press the OK button to return to the Pet Mode. In Pet Mode, you can double tap on the screen to enter the Silly Talk Mode quickly.

NOTE: KidiFluffies will refuse to enter this mode if it is not in Normal condition.





### Clock

Enter this submenu to see the clock or adjust the date & time settings.

|   |                          |  |
|---|--------------------------|--|
|    | Clock display            | When an alarm time has been successfully set you will see the  icon in the corner of the screen.<br>Note: Once the alarm goes off it will turn off automatically.         |
|    | Alarm Setup              | In the Setup pages, press the LEFT or RIGHT button to change the value in the highlighted field and press the OK button to go to next field or press the MENU button to go back a field.<br>You need to confirm all fields and the settings will be saved. |
|    | Time Setup               |  |
|   | Date Setup               |  |
|  | Date & Time Format Setup |  |

















### Sound & Display

In this submenu, select the  or the  icon and press the LEFT or RIGHT button to change the sound level or display contrast level. Press the MENU/OK button to return.

## Parent Settings

Parents can customise KidiFluffies settings in this submenu.

|  |   |  |
|--|---|--|
|    | <p>Here you will find pre-programmed seasonal greetings such as Bonfire night, Christmas day and Valentine's day. On these dates you will hear a reminder greeting.</p>   |  |
|   | <p>Here you can record a message for the RIGHT button. This message will be heard when the RIGHT button is pressed in Pet Mode.</p>   | <p>To use the recording function, press the OK button to start the recording, then speak to the Microphone to record the message.</p>  |
|    | <p>Here you can record a message for the LEFT button. This message will be heard when the LEFT button is pressed in Pet Mode.</p>   | <p>When a message is recorded, select the  icon to replay the message, select the  icon to change the pitch of the message to match KidiFluffies voice. If you want to replace the message, you need to select the  icon to delete the message first before you do the recording again.</p> |
|   | <p>Here you can record a message for the OK button. This message will be heard when the OK button is pressed in Pet Mode.</p>   |  |
|    | <p>Record your child's name and this will be inserted into some daily sentences such as "Good Morning [John]"</p>   |  |
|    | <p>Select this icon to set your child's birthday. When that date arrives your KidiFluffies will say happy birthday and will give a kiss to them!</p> <p>Select the  icon to adjust the set birthday or select  icon to remove the set birthday.</p>   |  |
|  | <p>Select this icon to set KidiFluffies sleeptime. During this time KidiFluffies will not play or respond to any input. To set sleeptime set the Start Time in the first screen, and then set the sleeping hours (max 12 hours) in the next screen.</p> <p>Select the  icon to adjust the sleeptime or select the  icon to remove the sleeptime setting.</p> <p>NOTE: Music mode can still be used during the KidiFluffies sleeptime.</p> |  |



Select this item to perform a system reset. Once pressed all KidiFluffies data will be deleted. Follow the on-screen instructions to complete the system reset if needed.

## TROUBLESHOOTING

Check this section if you experience difficulty with operating your KidiFluffies.

|  |   |
|--|---|
| KidiFluffies has stopped working or the LCD does not display.        | <ol style="list-style-type: none"><li>1. Ensure that the batteries are installed correctly.</li><li>2. Replace with a new set of batteries.</li></ol>   |
| The LCD is ON but KidiFluffies does not respond to sound or motions. | If the LCD backlight is OFF, that means your unit is in Standby mode. Press the LEFT or RIGHT button to wake up the unit.   |
| KidiFluffies does not respond to touch.                              | <ol style="list-style-type: none"><li>1. Make sure you are swiping the correct area of the forehead. Please refer to the PRODUCT FEATURES for details.</li><li>2. Try swiping the forehead using your whole hand.</li><li>3. Keep KidiFluffies in a cool, dry place as humidity can affect the touch sensors.</li></ol> |
| KidiFluffies does not response to sounds.                            | <ol style="list-style-type: none"><li>1. Speak to KidiFluffies when it is silent as it cannot detect sound when there is other noise.</li><li>2. Try to speak clearly into the microphone. When KidiFluffies is responding to you, you cannot continue speaking until it has finished its response.</li></ol>           |
| KidiFluffies always says I am too loud.                              | <ol style="list-style-type: none"><li>1. Make sure there is no background noise when speaking to KidiFluffies.</li><li>2. Reduce your speaking volume or move further away from the microphone.</li></ol>   |



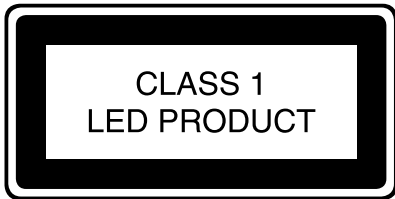
|   |   |
|---|---|
| KidiFluffies does not repeat what I say in Silly Talk.                                      | <ol style="list-style-type: none"> <li>1. Ensure that KidiFluffies is in the Silly Talk mode with the listening eyes 🗯️🗯️.</li> <li>2. Try to speak closer and clearer into the microphone. When KidiFluffies has just repeated what you have said, give it a few seconds break before it returns to the listening eyes 🗯️🗯️ and speaking again. Be patient, KidiFluffies needs some time to adjust to your voice.</li> </ol> |
| KidiFluffies does not respond to rocking to sleep.  | <ol style="list-style-type: none"> <li>1. Make sure KidiFluffies is in Normal or Sleepy condition.</li> <li>2. Make sure KidiFluffies is laid flat when rocking it to sleep.</li> <li>3. Rock slowly and steadily. It will depend on how tired KidiFluffies is as to how quickly it will fall asleep.</li> </ol>  |
| KidiFluffies does not go to sleep when I try rocking it to sleep, instead it keeps smiling. | Make sure you hold KidiFluffies flat to rock it to sleep. Avoid touching its forehead.  |
| KidiFluffies does not respond to shaking.   | <ol style="list-style-type: none"> <li>1. Make sure KidiFluffies is in Normal condition.</li> <li>2. Shake it quickly for at least 2 secs in order for the unit to detect the motion correctly.</li> </ol>  |
| KidiFluffies does not respond to being thrown up in the air.                                | <ol style="list-style-type: none"> <li>1. Make sure KidiFluffies is in Normal condition.</li> <li>2 Try to throw KidiFluffies straight up in order for the unit to detect the correct motion.</li> </ol>  |
| KidiFluffies is always sleeping and refuses to play.  | Heavy activity such as games, exercise or excessive motions consume a lot of energy from KidiFluffies. Regularly let it rest to recover its energy.   |
| KidiFluffies asks for food again after I've fed it.   | You may not have fed it enough food. Feed it more food until it refuses to eat more food. This will make KidiFluffies less hungry.  |

|   |   |
|---|---|
| KidiFluffies asks for water again after I've just given it water. | You have not given KidiFluffies enough to drink. Give it more drink until it refuses anymore drink, this will make KidiFluffies less thirsty. |
| KidiFluffies easily gets sick.                                    | Playing too many games will reduce its health. Ensure you give it healthy food and let it take regular naps to keep it healthy and happy.     |
| KidiFluffies feels sad.   | Leaving KidiFluffies for long periods may make it sad. To keep it happy play games and feed it regularly.                                     |

If the problem persists, please call our Consumer Services Department on 01235 546810 (from UK) or +44 1235 546810 (outside UK) and a service representative will be happy to help you.

#### **IMPORTANT NOTE:**

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 call our Consumer Services Department on 01235 546810 (from UK) or +44 1235 546810 (outside UK) with any problems and/or suggestions that you might have. A service representative will be happy to help you.





## PRODUCT REGISTRATION

Visit [www.vtech.co.uk/clubvtech/login](http://www.vtech.co.uk/clubvtech/login)  
to register your VTech product

By joining the VTech Club you can also enter competitions, find out about news and events, seek expert advice for parents and let your kids play fun learning games and activities.



## PRODUCT WARRANTY

Thank you for choosing this quality product from VTech. We hope it will bring many hours of entertainment, imaginative play and learning.

1. The product detailed above is covered by a one year warranty from the date of purchase, against any defects in materials or workmanship.
2. The product may be returned to the place of purchase. Alternatively the product can be returned to VTech Electronics Europe plc (see address below), with proof of purchase, without proof of purchase no replacement will be provided.
3. VTech Electronics Europe plc will examine the product and if it is found to be defective due to faulty materials or workmanship, will replace the product at their discretion.
4. If the product covered by this warranty is damaged due to misuse, modification or unauthorised repair, or because of faulty batteries, battery discharge or incorrect electrical connections, then this warranty becomes void.
5. This warranty is personal to the original purchaser and is not transferable.
6. Breakages to the LCD screen are not covered by the warranty.
7. Returns to VTech Electronics Europe plc should include a cheque or postal order for £1.50 towards the cost of return postage and packaging.
8. Products returned to VTech Electronics Europe plc, should be addressed as follows and packed carefully to avoid damage in transit (Please do not include batteries or adaptor). Please include details of the fault together with your name and address.
9. To keep an online record of your warranty, please register your product online at [www.vtech.co.uk/warranty](http://www.vtech.co.uk/warranty)

Vtech Electronics EU PLC, c/o XPO Logistics, Warehouse 350, Cat & Fiddle Lane, West Hallam, DE7 6HE

**THIS WARRANTY IS OFFERED AS AN EXTRA BENEFIT AND DOES NOT AFFECT CONSUMERS' STATUTORY RIGHTS.**

This warranty is valid for the UK and Eire only. For products purchased outside the UK and Eire, please contact your local distributor or place of purchase.

