



5+ years

Training Guide



For more training tips go to zoomerpup.com

WARNING:
CHOKING HAZARD — Small parts.
Not for children under 3 years.

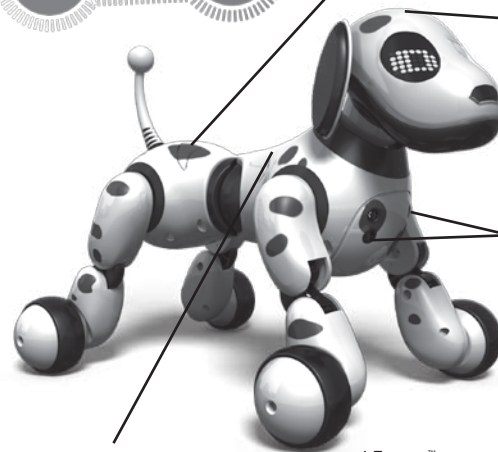


Rear Touch Button

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.

1 Zoomer™

Voice Sensor

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



1 Instruction Booklet



1 Reference Guide



1 USB Charging Cable

CONSUMER INFORMATION

Please do not allow children to sleep with their new Zoomer™. To benefit the most from your new electronic friend, please read this manual completely.

Safety Precautions: - Parental guidance is recommended. - Do not use Zoomer™ on a table or near stairs, only use on the floor. - Regularly examine for damage to the toy, sensors and charging cable. In the event of any damage, remove from use. - This toy is not intended for children under 3 years old. - Keep hands, hair and loose clothing away from moving parts when power switch is turned ON. - Turn off Zoomer™ when not in use. - During play, keep Zoomer™ in your sight so that you can supervise it all the time. - Users should keep strict accordance with the instruction manual while operating the product. - Your USB charger is tailor-made for the LiPo rechargeable battery used in your Zoomer™. Do not use it to charge any battery other than that in the Zoomer™.

Care and Maintenance: - This product is intended for indoor use only. - Do not use outdoor - dirt, grass, cement will scratch the finish and/or block the sensors. - Do not submerge the toy in water. - Do not play around water as this is a hazard and can cause a malfunction or damage the electronic assemblies. - Keep the sensors clean, wipe with a scratchless cloth. - Do not put any foreign objects in the USB port or sensors.

FCC Statement: 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 undesirable operation. This equipment has been tested and found to comply with the limits for Class B digital devices pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference to radio communications. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful: • Reorient or relocate the receiving antenna • Increase the separation between the toy and the radio or the TV • Consult the dealer or an experienced TV-radio technician for help. **NOTE:** Changes, adjustments or modifications to this unit, including but not limited to, replacement of any transmitter component (crystal, semiconductor, etc.) could result in a violation of FCC rules under part 15 and/or 95 and must be expressly approved by Spin Master Ltd. or they could void the user's authority to operate the equipment. Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

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 fires 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 "wheelie 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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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!



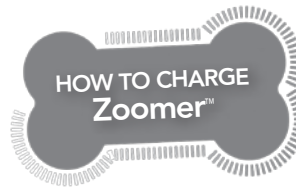
Adoption Certificate

This certifies that

ZOOMER

belongs to

Adoption Date:

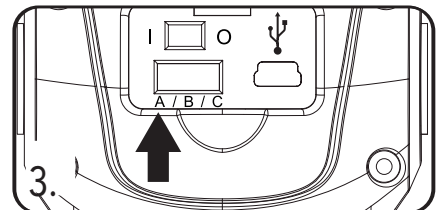
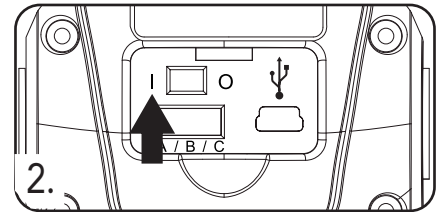
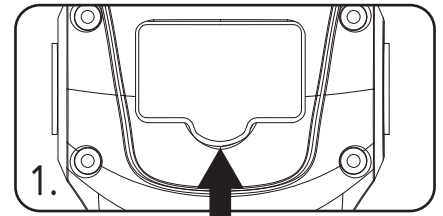


DANGER!

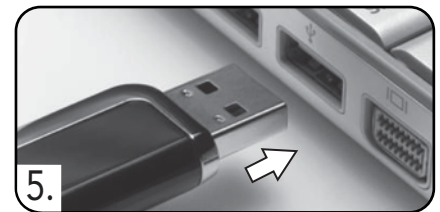
Never insert any sharp objects, pins or screws into Zoomer™ as this may puncture the internal battery!

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

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



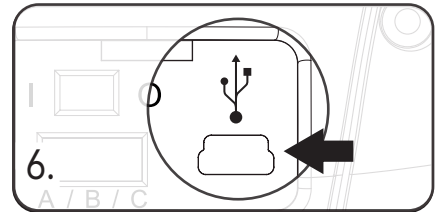
4. Locate the included USB charging cable.
5. Connect the USB cable to the computer for charging. You may also use a USB wall adapter (not included) to charge directly from any household wall outlet.



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

IMPORTANT REMINDER:

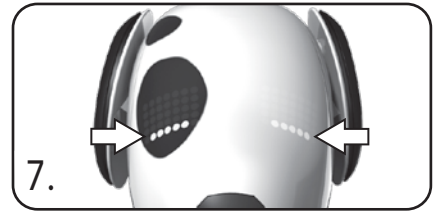
Always disconnect USB cable and close the charging compartment, before playing with Zoomer™.



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.

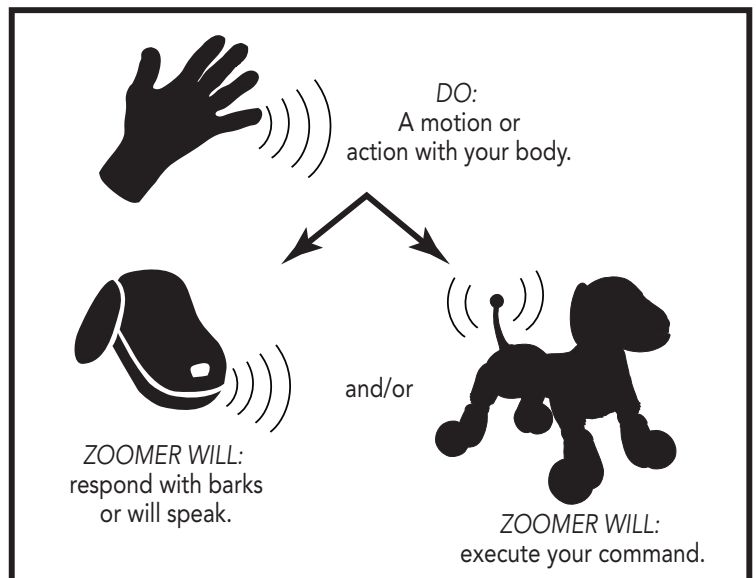
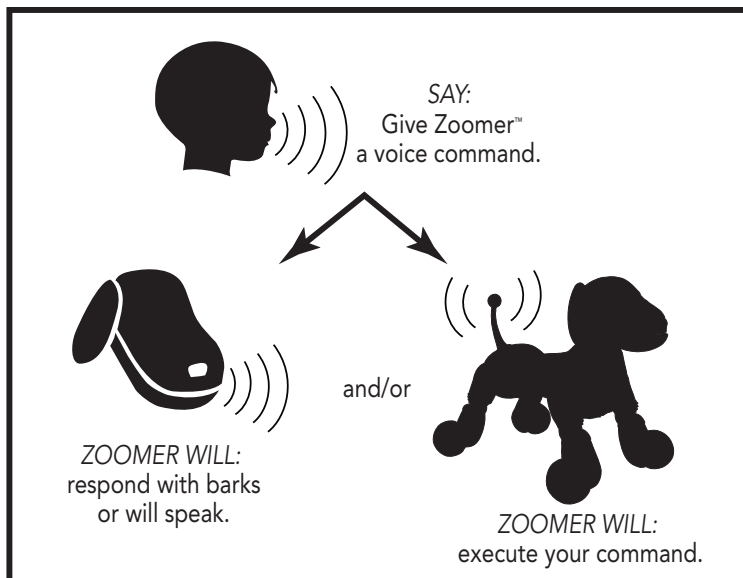
After turning Zoomer™ on, set him on the ground and pat him on the head to wake him up.



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.

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.



LISTENING MODE

1. 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.
2. 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 eye's '?' before every command.


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.




★ 1 SIT DOWN

 SAY: Zoomer, sit down.

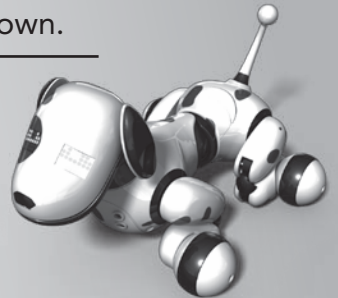
 ZOOMER WILL: Fold back legs and keep front legs straight.




★ 2 LAY DOWN


 SAY: Zoomer, lay down.


 ZOOMER WILL: Fold all legs completely.

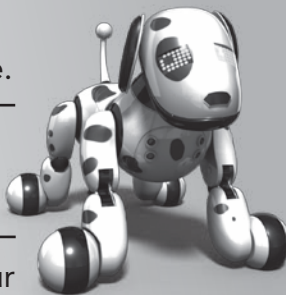


★ 3 LOOK AT ME

 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.



★ 4 SPEAK


 SAY: Zoomer, speak.

 ZOOMER WILL: Bark


 ZOOMER WILL: Bend back legs with each bark.

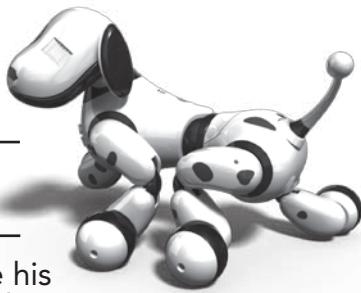


★ 5 GO FOR A WALK


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


 ZOOMER WILL: Bark


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



★ 6 COME HERE


 SAY: Zoomer, come here.


 ZOOMER WILL: Bark and pant.


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




★ 7 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.




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★ 8 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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★ 9 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.




★ 10 I LOVE YOU


 SAY: Zoomer, I love you.

 ZOOMER WILL: Bark 'I love you'.




★ 11 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.



★ 12 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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13 PLAY DEAD


 SAY: Zoomer, play dead.

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



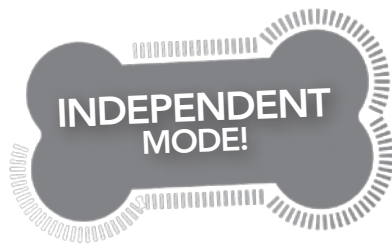
14 ROLL OVER

 SAY: Zoomer, roll over.

 ZOOMER WILL: Roll over and get back up.



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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.



DO: Scratch his chest and watch his eyes change.

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TROUBLESHOOTING

Zoomer™ does not respond to voice commands

You may be speaking too quietly or you may be too far away. Move closer to Zoomer™ and try again, but don't speak too loud (regular conversation voice/tone works best).

Zoomer™ tries to walk but does not move forward.

The floor may be too slippery. Place Zoomer™ on a different surface such as low pile carpet.

Zoomer™ does not respond or acts sluggish.

Battery may be low. Low batteries may not allow full function. Follow the charging instructions on page 6 of this manual.

Zoomer™ may be in sleep mode. To reset product, turn it completely off, then turn it back on.

Do not return to the store. If you are having difficulty operating Zoomer™, call us toll-free at:
1-800-622-8339.

or email us at:

customer@spinmaster.com

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For more fun ways to play, and train Zoomer, download the free app from the AppStore or Google Play.

• May not work with all devices. Check zoomerpup.com for a list of compatible devices and system requirements, to determine if your device is compatible. Spin Master reserves the right to withdraw the application at any given time and without notice.

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MADE IN CHINA.



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Warning: CHOKING HAZARD - Small parts.

