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Imported into EU by:

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www.spinmaster.com

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MADE IN CHINA

T14400\_0043\_20067404\_GEN\_IS\_R1



Warning: CHOKING HAZARD – Small parts.



**1 x LiPo 3.7V  
BATTERY  
INCLUDED**



**z o o m e r**<sup>TM</sup>  
*your REAL best friend*<sup>TM</sup>

**5+**  
years

## Training Guide

*For more training tips  
go to [zoomerpup.com](http://zoomerpup.com)*

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



BC

**CONSUMER INFORMATION:** Safety Precautions: - Parental guidance is recommended. - Do not to 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.

CAN ICES-3(B)

## 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 (Speak slower, enunciate clearly).

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 act sluggish.

Battery may be low. Low battery may not allow full function. Follow the charging instructions on page 7 of this manual. Zoomer™ may be in sleep mode. 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**

**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 battery exploding, overheating, or igniting. Do not disassemble, modify, heat, or short circuit the battery. Do not place it in fires or leave it in hot places. - Do not drop or subject to strong impacts. - Do not allow the battery to get wet. - Only charge the battery with the specified Spin Master™ USB cable. - Only use the battery in the device specified by Spin Master. - Carefully read the instruction guide and use the battery correctly. - In the unlikely event of leakage or explosion use sand or a chemical fire extinguisher for the battery. - Battery must be recycled or disposed of properly.

**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 battery, as low battery may not allow full function.

**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 "wheele 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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# Adoption Certificate

**This certifies that**

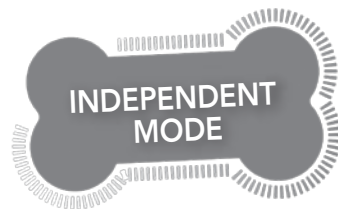
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**belongs to**

\_\_\_\_\_

**Adoption Date:**

\_\_\_\_\_

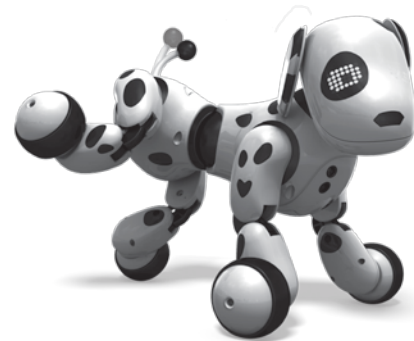


**DO:** Scratch his chest and watch his eyes change.

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.

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





SAY: Let it rip

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LET IT RIP



ZOOMER WILL: Let out a high pitched fart.

★ 29 COUNT ME DOWN



SAY: Count me down

---

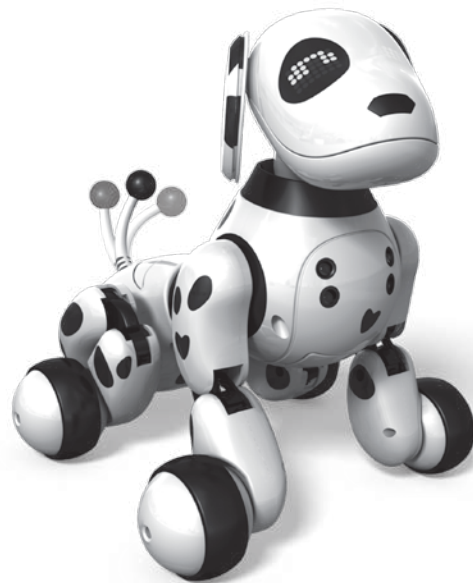


ZOOMER WILL: Show numbers in his eyes, and bark like crazy when his eyes get to zero.

**Hi, I'm Zoomer**

Thanks for adopting me.

So teach me, play with me,  
love me and I'll be your best friend forever!



GETTING TO KNOW  
ZOOMER™

**Rear Touch Button**

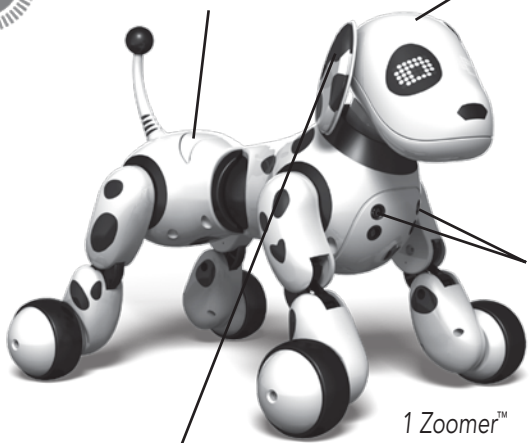
Press Zoomer's back to make him do a random trick.

**Head Touch Button**

Press down on Zoomer's head to make him listen to you.



- 1 USB Charging Cable
- 1 Instruction Booklet
- 1 x Reference Guide



1 Zoomer™

**Infrared Receivers**

Zoomer™ can sense objects around him.

**Voice Sensor**

Zoomer™ can hear your voice commands from 30 cm - 90 cm (1-3 ft) away.



**SHOW ME THE MONEY**



SAY: Show me the money



ZOOMER WILL: Show dollar symbols in his eyes.



SAY: Go Fish



ZOOMER WILL: Show a fish swimming across his eyes.

**GO FISH**





SAY: Moo like a cow

MOO LIKE A COW



ZOOMER WILL: Imitate the sound of a cow.

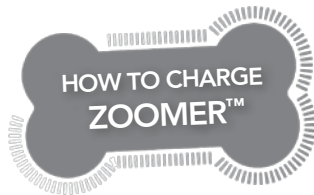
25 BACK IT UP



SAY: Back it up



ZOOMER WILL: Dance, lifting his rear up and down.

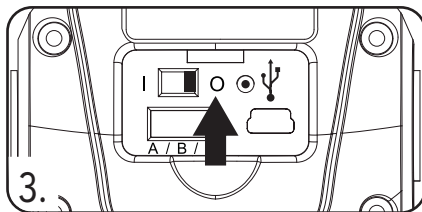
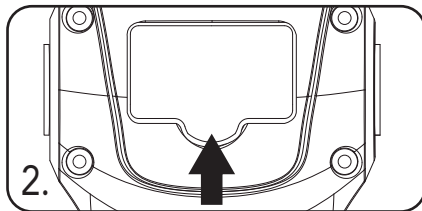
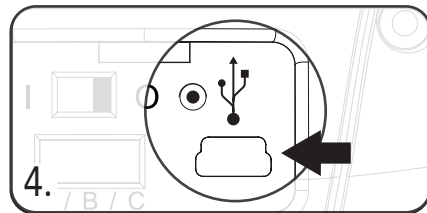


**DANGER!**

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 the included USB charging cable.
2. Flip open the charging compartment on the underside of Zoomer™.
3. Make sure Zoomer™ is in the OFF ( O ) position.
4. Insert the mini USB end into the charge port on the underside of Zoomer™.



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

6. During charging the LED will turn ON (solid Red). When charging is complete, LED turns OFF.

**Note:** Charge time is approximately 1 hour. Operating time ranges from 20-30 minutes.

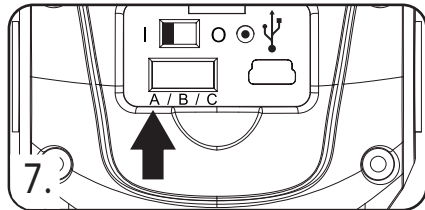
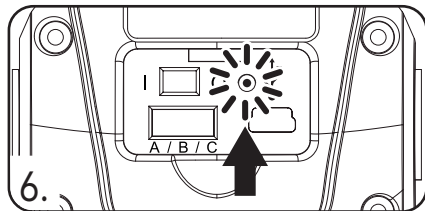
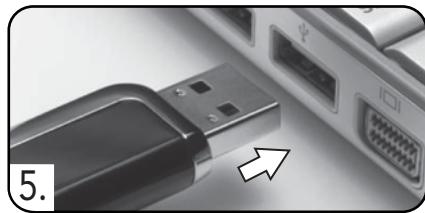
**Before recharging,** wait 10-15 minutes to let the battery cool down.

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

7. Set Language mode:

A = English, B = French, C = Spanish.

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



## SECRET TRICK MODE

**S** To discover more secret tricks, hold Zoomer's head down for 3 seconds until he displays upside down question marks. Once he displays upside down question marks, you can now ask him one of the secret commands on the following pages.

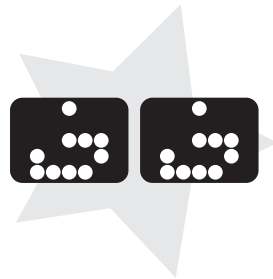
OR



SAY: Show me your secret tricks



ZOOMER WILL: Howl twice and then pant. His eyes will turn into upside down question marks to indicate that he is in "secret trick mode".







SAY: Free



ZOOMER WILL: Run in a circle and bark happily.

FREE  23



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.



SAY: give Zoomer™ a voice command.



ZOOMER WILL: execute your command.



DO: a motion or action with your body.

## LISTENING MODE

1. Before giving Zoomer™ a command, push down on his head and wait until the '?' icon appears in his eyes.
2. If Zoomer™ displays an 'X' in his eyes, he did not understand the command, repeat your command, slowly and clearly.

*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.
- Zoomer™ will remember his training, but if you don't practice his commands regularly, he might forget and have to learn again.



SAY: Beg



ZOOMER WILL: Sit and lift front two legs.



SAY: Stay



ZOOMER WILL: Sit still until given the voice command, "Free".



SAY: Say hello

## SAY HELLO ★ 19



ZOOMER WILL: Bark hello in a dog voice.

## ★ 1 SIT DOWN



SAY: Sit down



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

## ★ 20 CHASE YOUR TAIL



SAY: Chase your tail



ZOOMER WILL: Go around in a circle 3 times.



SAY: Lay down



ZOOMER WILL: Fold all legs completely.

## LAY DOWN ★ 2





SAY: Speak

SPEAK



17 GO TO SLEEP



SAY: Go to sleep



ZOOMER WILL: Yawn, turn around in a circle then lay down.

18 SHAKE OFF



SAY: Shake off



ZOOMER WILL: Shake like a wet dog.

4 BE SNEAKY



SAY: Be sneaky



ZOOMER WILL: Bend all legs and creep around quietly.



SAY: Follow me



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



ZOOMER WILL: Bark twice. Follow your feet.



## FOLLOW ME ★ 16

## ★ 5 LET'S GO FOR A WALK



SAY: Let's go for a walk



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



SAY: Come here



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

## COME HERE ★ 6



SAY: I love you

---



ZOOMER WILL: Bark 'I love you'



## PROTECT ME



SAY: Protect me

---



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

## I LOVE YOU



## LET'S PLAY



SAY: Let's play

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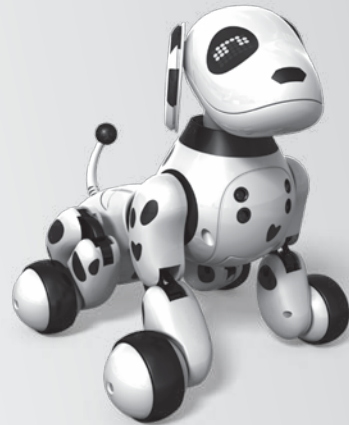


DO: Hold a ball or object in front of Zoomer™, and slowly move it forward and back.

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





SAY: Shake a paw

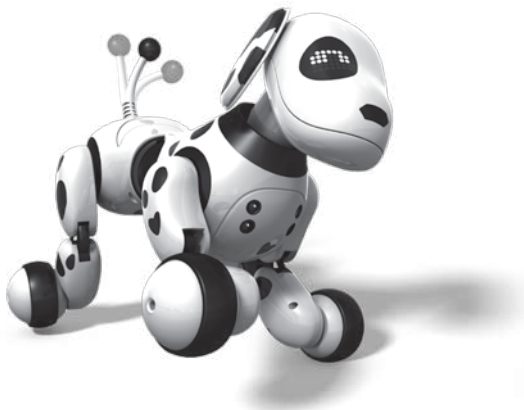


DO: Move your hand toward one of his paws.



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

## SHAKE A PAW 14



## 9 LOOK AT ME



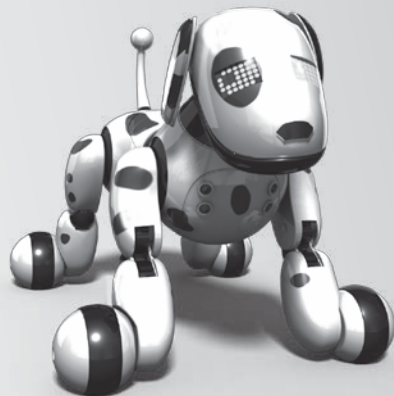
SAY: Look at me



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

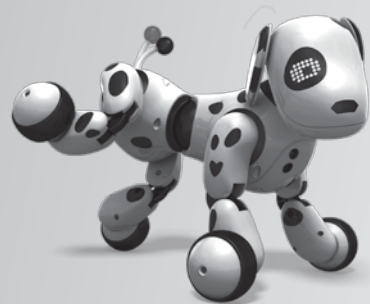


ZOOMER WILL: Follow your hand with his eyes.





SAY: Go pee pee



GO PEE PEE ★10



ZOOMER WILL: Lift his leg and do a back leg shuffle.

★12 STAND GUARD



SAY: Stand guard



ZOOMER WILL: Bark angrily when seeing something.

★11 PLAY DEAD



SAY: Play dead



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



SAY: Stand up



ZOOMER WILL: Stand up.

STAND UP ★13