



**room
tech**™

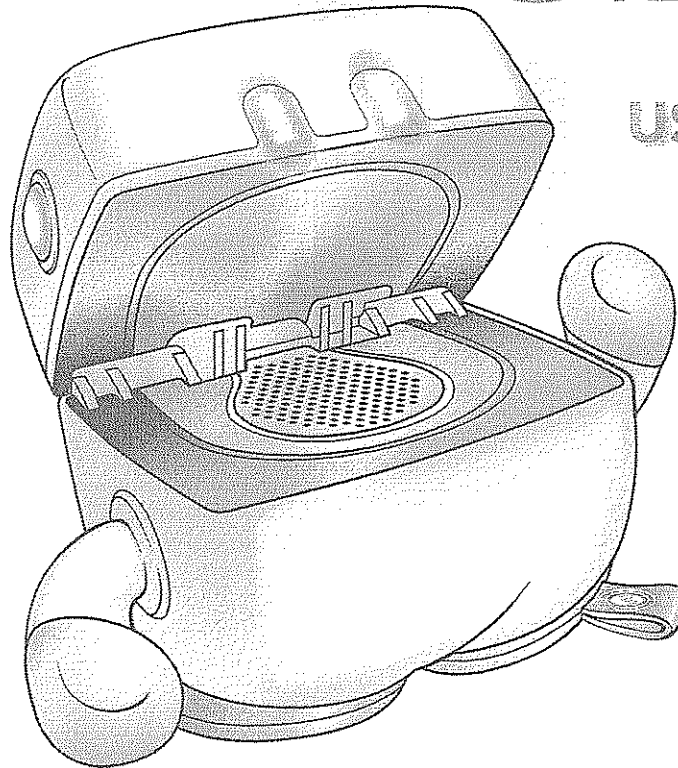
beingz™

AGES 8+
77923 Asst.

ALARM CLOCK

USER'S GUIDE

! CAUTION:
**ELECTRICALLY
OPERATED PRODUCT:**
Not recommended for children under
8 years of age. As with all electric
products, precautions should be
observed during handling and use
to prevent electric shock.



**AC/DC Power Adaptor
Specifications::**

Model Number = BI07-
075080-AdU

Input = AC 120V 60Hz

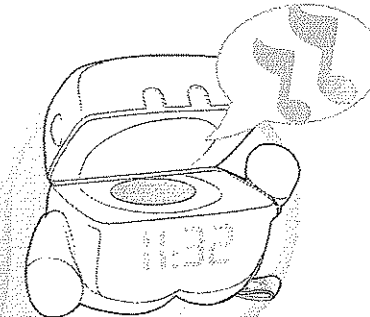
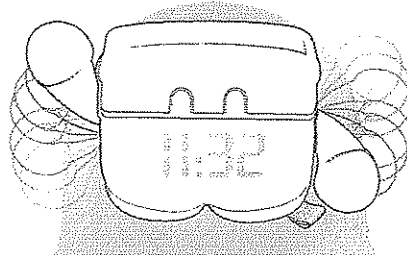
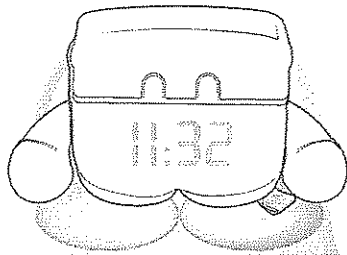
Output = DC 7.5V 800mA

Polarity:

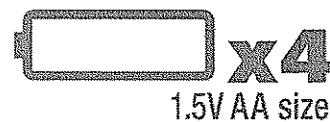


Thank you for purchasing this ROOM TECH Alarm Clock character.

Be sure to read and follow all instructions carefully before using this product.



Alarm Clock features include glowing feet, pounding hands and a mouth that opens to play music or "shout" one of three alarm sounds. Try petting its top sensor every once in a while to show your appreciation for getting up on time. It also has a built-in FM radio or you can connect your own music player (not included). When you play music through Alarm Clock, its lights and animations will "dance" to the beat of your music.



x4

1.5V AA size

BATTERIES INCLUDED

Replace with 4 x 1.5V "AA" size alkaline batteries.
Phillips/cross head screwdriver (not included)
needed to replace batteries.



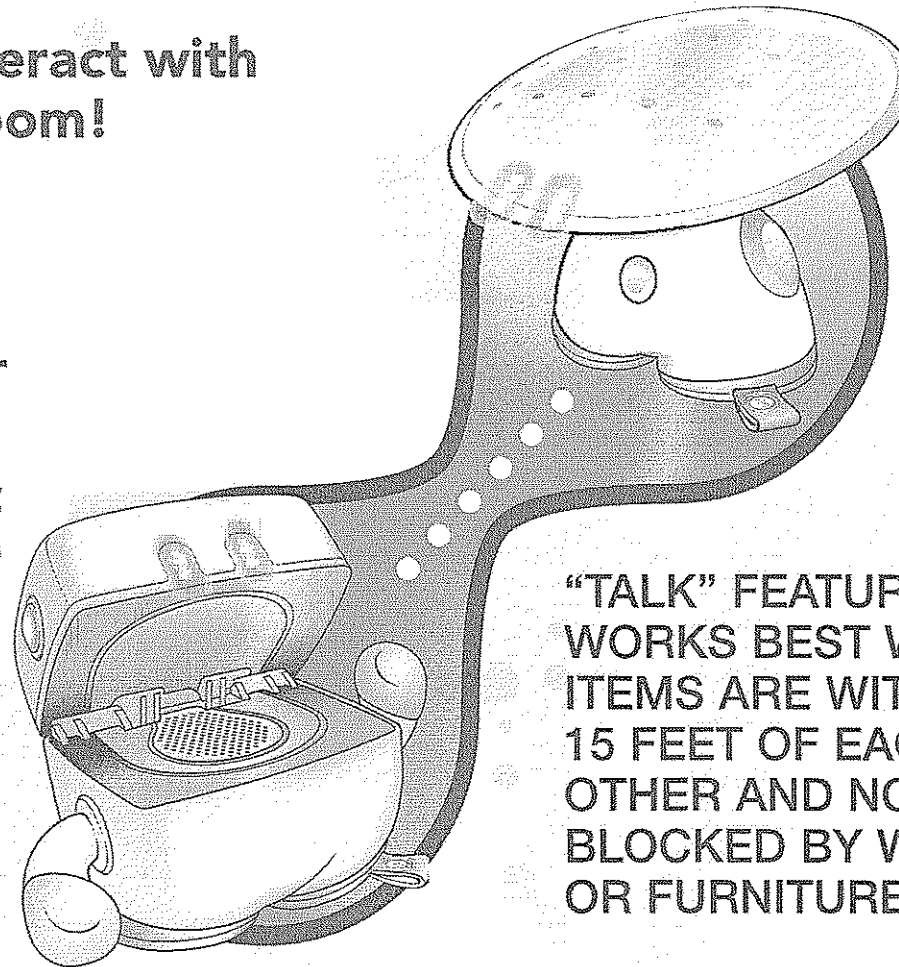
GET CONNECTED!

Alarm Clock's best friend is Mood Lamp (sold separately).

ROOM TECH BEINGZ interact with each other across your room!

When you get them together, they'll "talk" to each other. (see inside for details.)

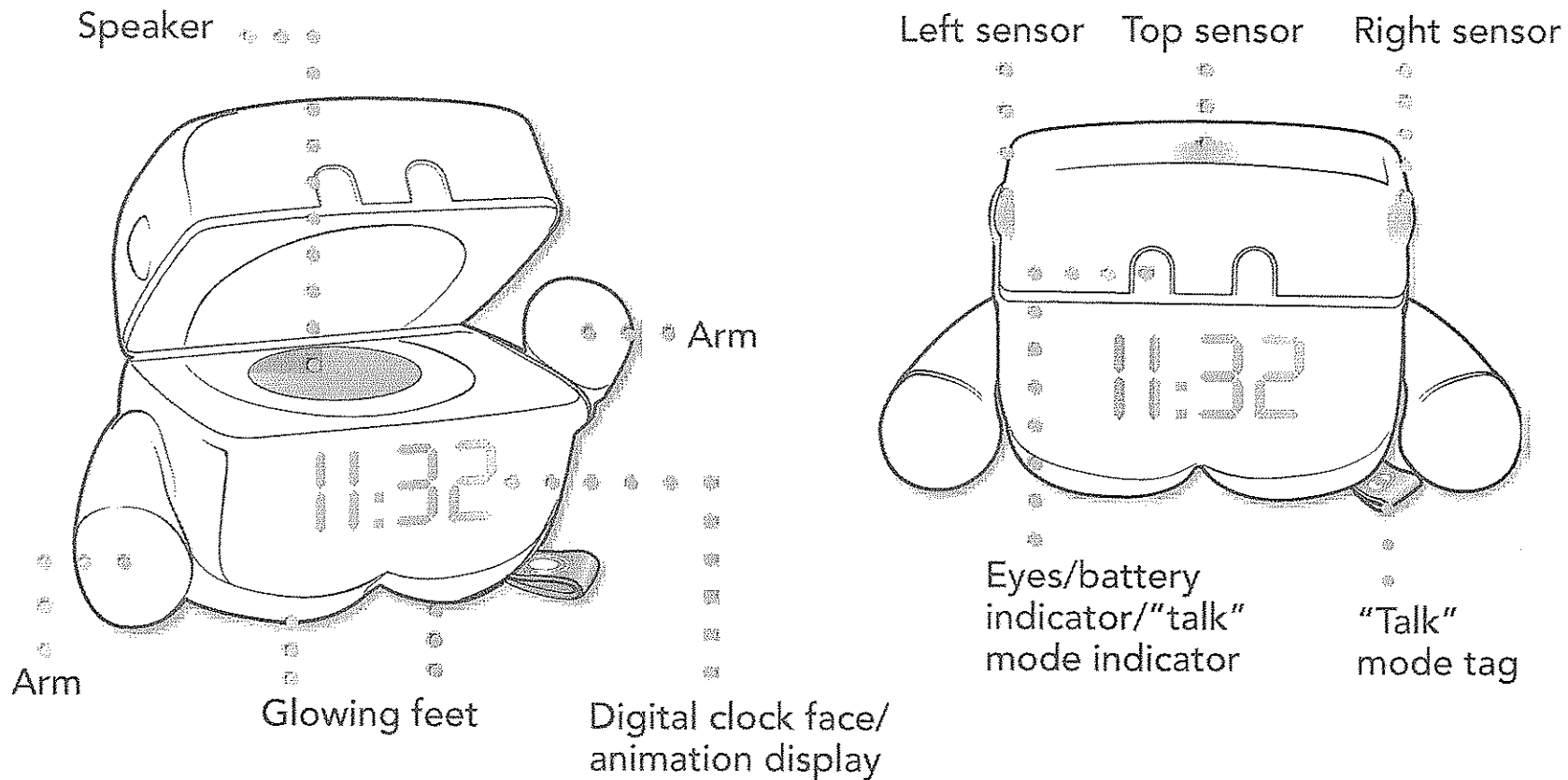
Alarm Clock will even get Mood Lamp to help wake you up!

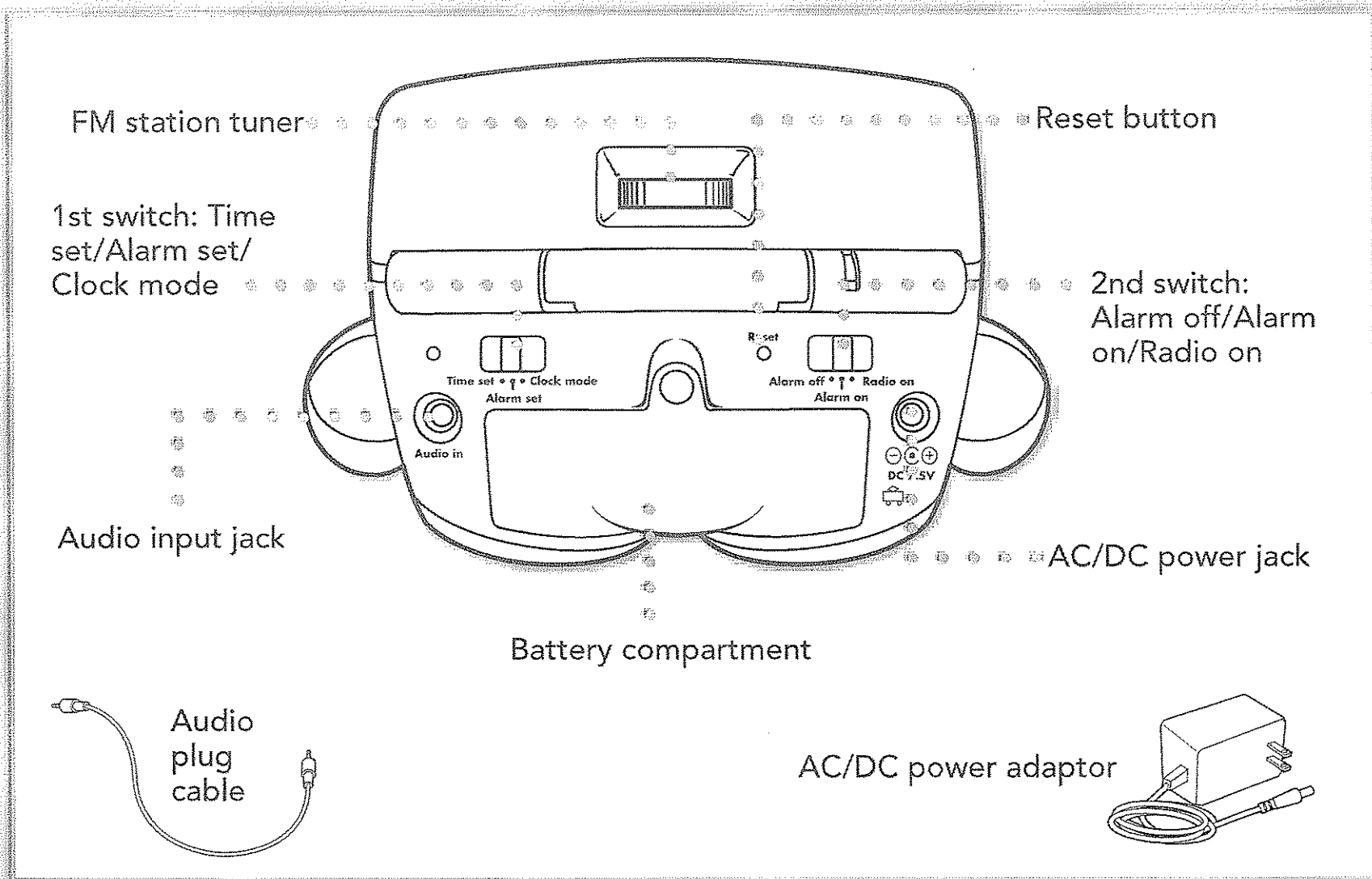


**"TALK" FEATURE
WORKS BEST WHEN
ITEMS ARE WITHIN
15 FEET OF EACH
OTHER AND NOT
BLOCKED BY WALLS
OR FURNITURE.**

GETTING TO KNOW ALARM CLOCK

NOTE: This product is packaged in "TRY ME" mode. When you bring it home, set the clock or alarm to activate your character's full range of features.





FM station tuner

Reset button

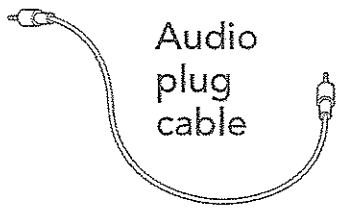
1st switch: Time set/Alarm set/Clock mode

2nd switch: Alarm off/Alarm on/Radio on

Audio input jack

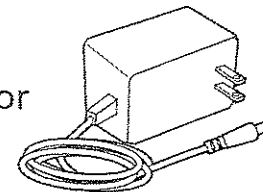
AC/DC power jack

Battery compartment



Audio plug cable

AC/DC power adaptor



TO REPLACE BATTERIES

For best results, it is advised that you replace the batteries that came in your Alarm Clock with fresh ones before you set the clock or alarm.

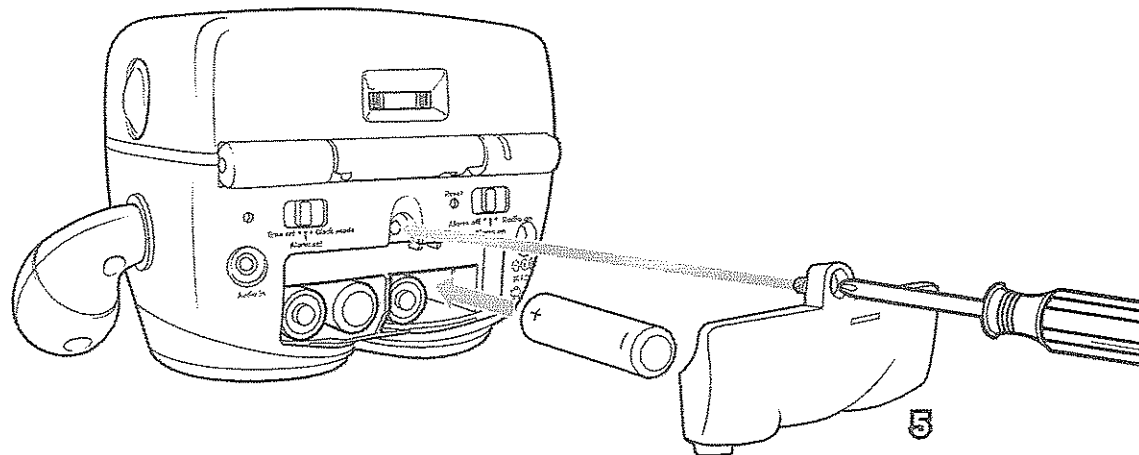
NOTE: When the batteries start to get low, your character's eyes will occasionally flash red to let you know it needs fresh batteries.

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Remove and discard old batteries. Replace with 4 x 1.5V "AA" size alkaline batteries. Replace cover and tighten screw.



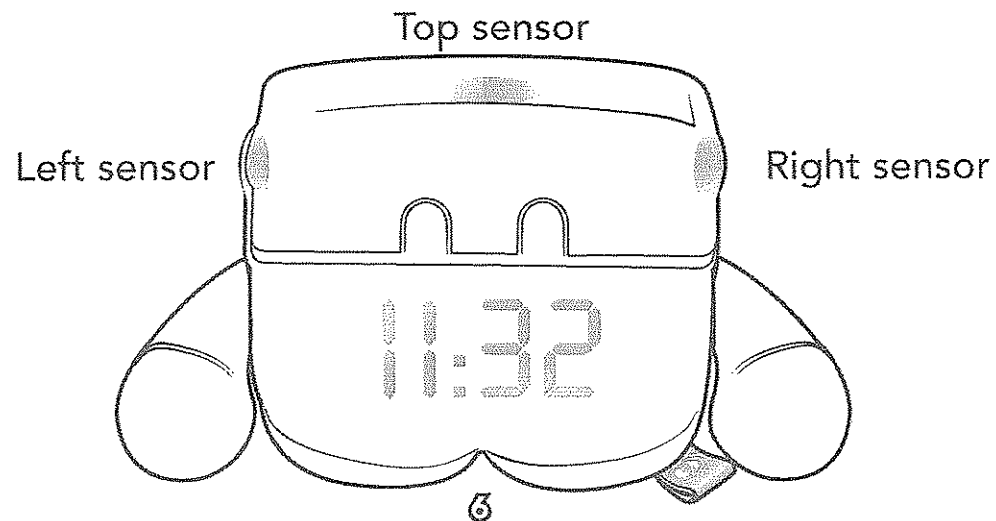
CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.



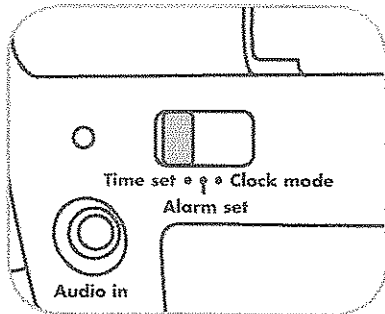
GENERAL CONTROLS

	While music is playing	While setting clock & alarm
Left sensor	Decreases volume	Hours & minutes count backward
Right sensor	Increases volume	Hours & minutes count forward
Top sensor	<p>"Pets" character (also works when music is off).</p> <p>Pop quiz: Pet Alarm Clock several times in a row and see what happens!</p>	Acts as an "enter" button. Press to select the current onscreen option and move on to the next screen.

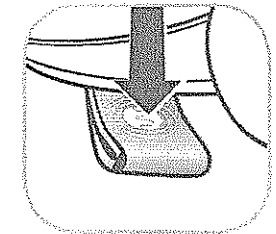


SET CLOCK

- 1 Slide 1st switch to "Time set."



NOTE: If this is the first time you're setting the clock after bringing it home, after sliding the 1st switch to "Time set," press the "Talk" mode tag once. This activates Alarm Clock and only needs to be done once.



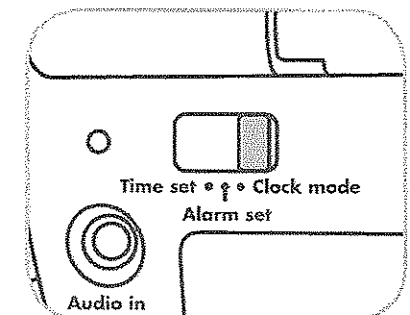
- 2 Select 12-hour or 24-hour time mode:

- a. For 12-hour mode, when face blinks "-12-" press top sensor to set mode.
- b. For 24-hour mode, press right or left sensor until face blinks "-24-", then press top sensor to set mode.

- 3 Select hour: Hour digits will blink. Use left & right sensors to scroll through hours. If setting for PM, use left sensor to scroll hours backward until "P" lights up. When correct hour displays, press top sensor to set hour.

- 4 Select minutes: Minute digits will blink. Use left & right sensors to scroll through minutes. When correct minute displays, press top sensor to set minute.

- 5 Slide 1st switch to "Clock mode."



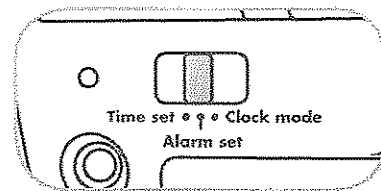
ALARM

About five minutes before it's set to go off, Alarm Clock will start trying to wake you up gently. Its feet will start glowing and its arms will tap a few times. If you have any other ROOM TECH BEINGZ, it will send out a signal to start waking them up as well (as long as they are turned on and in "Talk" mode).

When the set alarm time is reached, Alarm Clock will open its mouth to play either the radio or an alarm sound (whichever you choose).

Setting alarm time:

- 1 Slide 1st switch to "Alarm set."

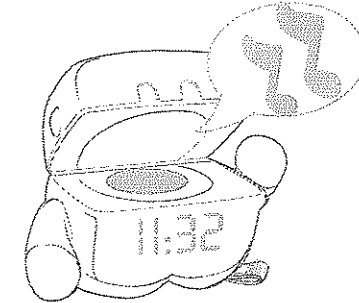
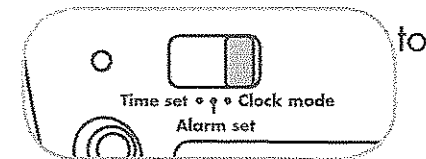


- 2 Select hour: Hour digits will blink. Use left & right sensors to scroll through hours. If setting for PM, use left sensor to scroll hours backward until "P" lights up. When correct hour displays, press top sensor to set hour.
- 3 Select minutes: Minute digits will blink. Use left & right sensors to scroll through minutes. When correct minute displays, press top sensor to set minute.

- 4 Select alarm sound: Alarm time will blink. There are 3 built-in alarm sounds plus an option to wake up to the FM radio. Use left or right sensors to scroll through the options. Press top sensor to set your preference.

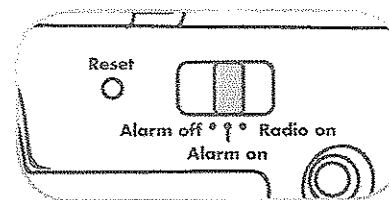
NOTE: Due to design characteristics, you cannot wake up to your personal music player.

- 5 Slide 1st switch "Clock mode."



Activating alarm:

To activate alarm, slide 2nd switch to "Alarm on."



Snoozing alarm:

To snooze for a few more minutes, close Alarm Clock's head.

- After a few minutes, Alarm Clock will try again to wake you gently with lighted animations and a few arm taps.
- After 7 minutes, Alarm Clock will open its head again and play radio or alarm sounds.

Turning off alarm:

You can snooze for as long as you like, but eventually you'll need to get up. To turn off alarm, slide 2nd switch to "Alarm off" (or "Radio on" if you want to listen to the radio).

NOTE: If you don't snooze the alarm or turn it off, Alarm Clock will automatically turn the alarm off after 60 minutes.

MUSIC

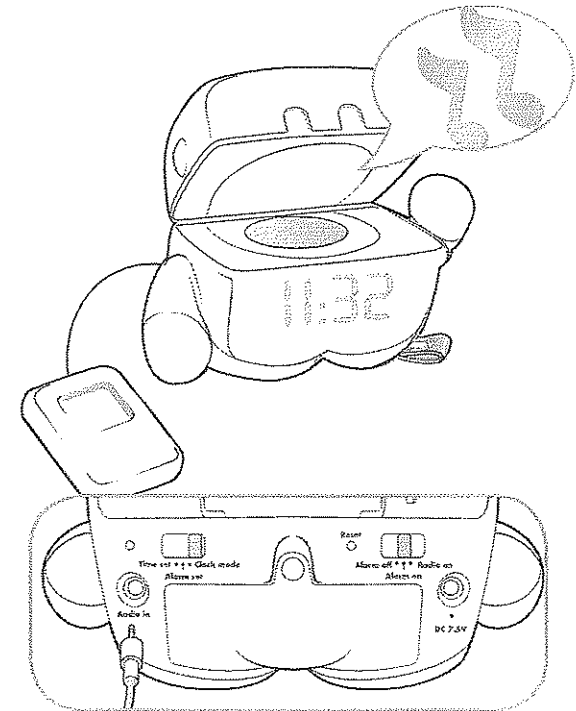
Alarm Clock loves your music! It plays animations to the beat of your tunes, whether you're listening to the FM radio, you've connected your own personal music player, or if there's music playing near Alarm Clock. Please note that if you don't touch Alarm Clock for an hour, it will go into sleep mode and will no longer play animations or music from your personal music player. Just touch one of Alarm Clock's sensors if you want to "wake" it up!

FM radio:

- 1 Slide 2nd switch to "Radio on."
- 2 Use left & right sensors to adjust volume up or down as needed.
- 3 Turn FM station tuner to select your radio station.

Personal music player (not included):

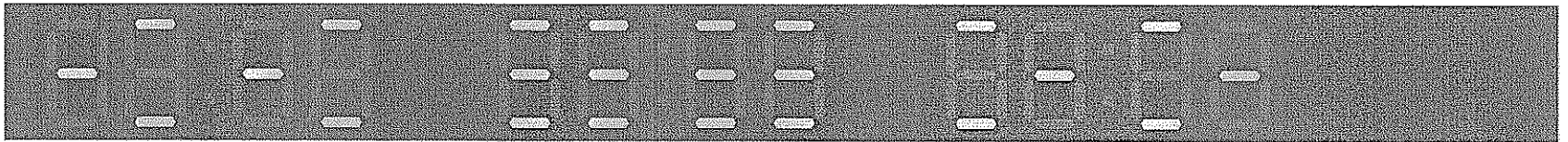
- 1 Make sure 1st switch is set to "Clock mode."
- 2 Slide 2nd switch to either the "Alarm off" or "Alarm on" position.
- 3 Plug one end of the audio plug cable into the headphone jack of your music player. Plug the other end into the audio input jack of Alarm Clock.
- 4 Use left & right sensors to adjust volume up or down as needed. You might also need to adjust the volume on your music player.



LIGHTS & ANIMATIONS

Who knew an Alarm Clock could have so much personality? Your ROOM TECH Alarm Clock shows its personality and moods with many different animated light patterns. Here are a few of the more common animations you'll see:

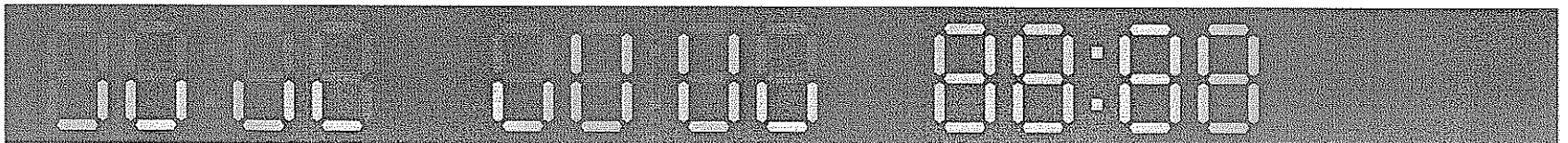
MUSIC



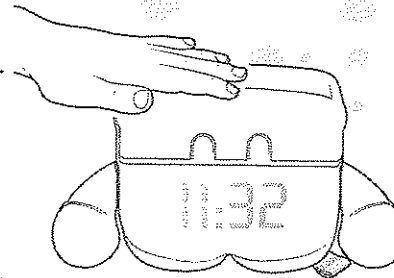
NEW FRIEND



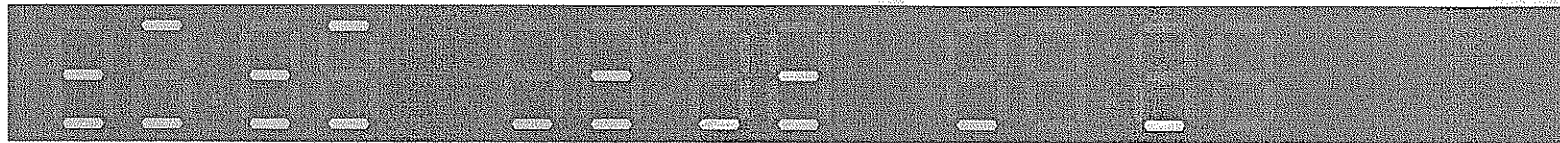
WAKE UP



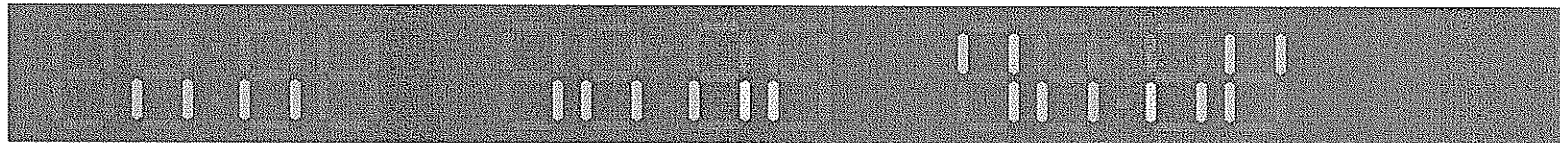
(By the way — it doesn't take much to make Alarm Clock happy. Try petting its top sensor a few times and seeing what happens.)



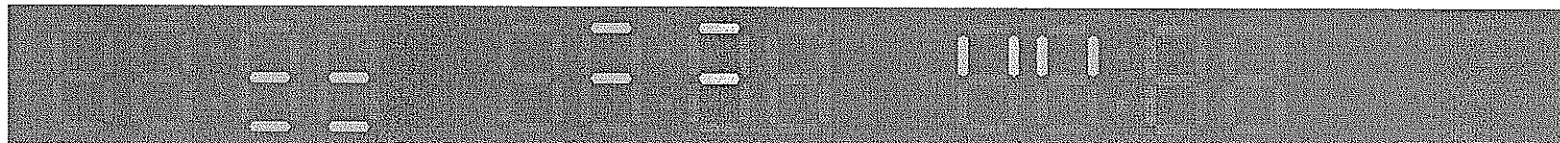
SNOOZE



HAPPY



EXCITED



WIRELESS CONNECTIVITY

(for two or more ROOM TECH BEINGZ)

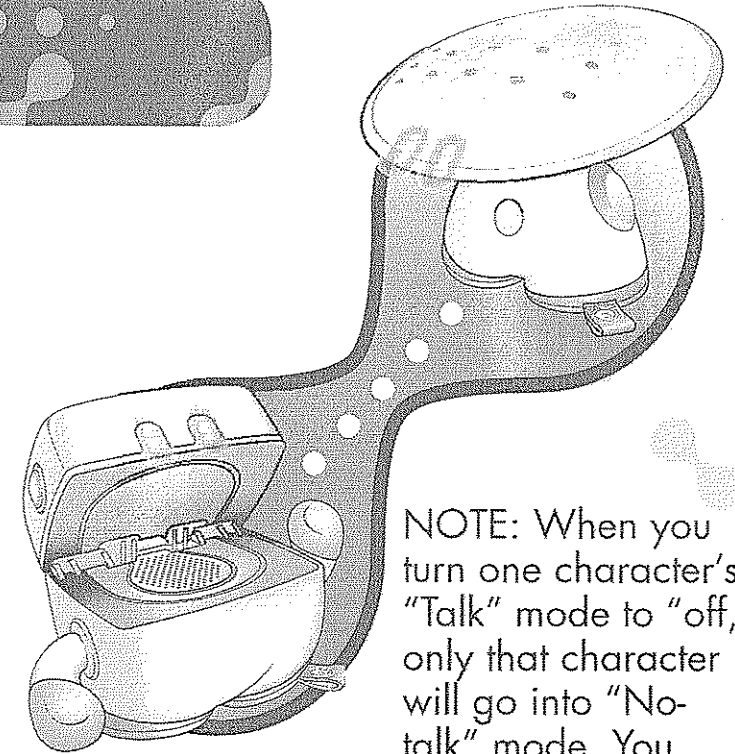
When your BEINGZ characters “talk” to each other, you’ll notice that they share mood and personality animations. They might even signal one another to make interesting sound effects. The more you interact with your BEINGZ, the more they’ll interact with each other!

“Talk” mode:

Once you’ve set the clock or alarm (which takes your Alarm Clock out of “TRY ME” mode), the fabric tag becomes the “Talk” mode tag. It lets you choose whether your Alarm Clock can “talk” to any other BEINGZ you might have.

When you first activate it, Alarm Clock is automatically set in “Talk” mode (Alarm Clock’s eyes glow green). If you don’t want it to communicate with your other BEINGZ, press its “Talk” mode tag once (Alarm Clock’s eyes will glow orange).

Press the “Talk” mode tag again if you want to turn “Talk” mode back on (eyes will glow green again).



NOTE: When you turn one character’s “Talk” mode to “off,” only that character will go into “No-talk” mode. You will need to press each character’s “Talk” mode tag to “off” and “on” individually if you want to select certain characters to “talk” to each other.

IMPORTANT TIPS

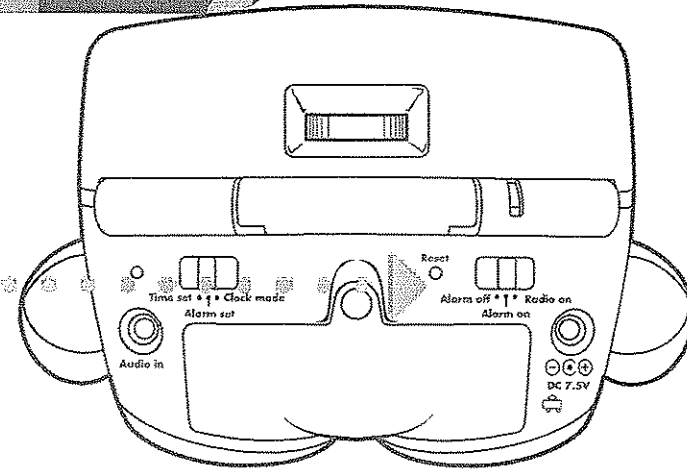
- DO NOT operate Alarm Clock near liquid or allow liquid to spill on Alarm Clock.
- BE SURE there's enough room around Alarm Clock for arms to fully raise and lower without obstruction and without knocking anything over.
- Alarm Clock may react to other sounds or noises that it hears, other than music.

TROUBLESHOOTING GUIDE

What to do if:

Clock freezes up or acts erratically

Press the reset button using a pen tip
or replace batteries.



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 undesired operation.

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.
- Consult the dealer or an experienced radio/TV technician for help.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Your ROOM TECH Alarm Clock and DC Adaptor should be periodically examined for potential hazards. If any potential hazards are found, please contact Hasbro Consumer Affairs at 1-800-844-3733 for repair or replacement.



Product and colors may vary.
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Questions? Call 1-800-844-3733