



Instruction Manual

CLAW Game & GO



BBC
STUDIOS

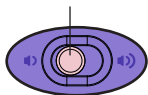
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INTRODUCTION

Thank you for purchasing the **VTech® Bluey Claw Game & Go!**

It's time to join Bluey! Level up your little one's preschool skills with 7 action-packed activities to boost memory, hand-eye coordination and more. Designed with first-time gamers in mind, the **Bluey Claw Game & Go** features simple controls and endless gaming fun with dynamic light effects as Bluey and her family guide you through a world of playful adventures.

Volume Switch



At the back of
the unit

Game
Buttons

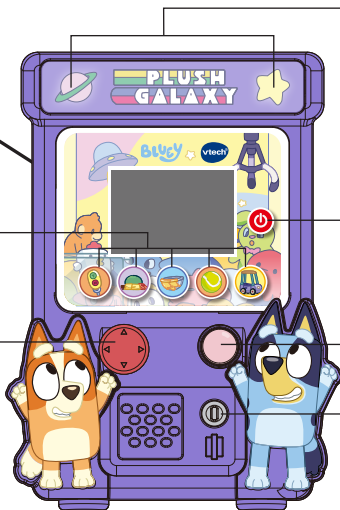
Joystick

Lights

On / Off
Button

Action Button

Claw Game
Button



INCLUDED IN THE PACKAGE

- One **Bluey Claw Game & Go**
- 3 AAA batteries for demo purposes only
- One Quick Start Guide

WARNING:

All packing materials such as tape, plastic sheets, packaging locks, removable tags, cable ties, cords and packaging screws are not part of this toy, and should be discarded for your child's safety.

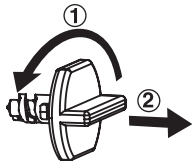
NOTE: Please save this Instruction Manual as it contains important information.

ATTENTION :

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches, étiquettes, cordons et vis d'emballage. Ils ne font pas partie du jouet.

NOTE : Il est conseillé de sauvegarder ce manuel d'utilisation car il Comporte des informations importantes.

Unlock the Packaging Locks:



- ① Turn the packaging lock counterclockwise several times
- ② Pull out and discard the packaging lock.

INSTRUCTIONS



WARNING:

Adult assembly required for battery installation.
Keep batteries out of reach of children.

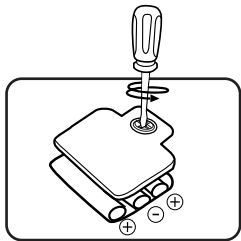


ATTENTION :

Les piles ou accumulateurs doivent être installés par un adulte.
Tenir les piles ou accumulateurs hors de portée des enfants.

BATTERY REMOVAL AND INSTALLATION

1. Make sure the unit is turned **Off**.
2. Find the battery cover located on the back of the unit, use a screwdriver to loosen the screws and then open the battery cover.
3. Remove old batteries by pulling up on one end of each battery.
4. Install 3 new 1.5V AAA(LR03) batteries following the diagram inside the battery box. (For best performance, alkaline batteries are recommended. Rechargeable batteries are not guaranteed to work with this product.)
5. Replace the battery cover and tighten the screw to secure.



IMPORTANT: BATTERY INFORMATION

- Insert batteries with the correct polarity (+ and -).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not short-circuit the supply terminals.
- Remove batteries during long periods of non-use.
- Remove exhausted batteries from the toy.
- Dispose of batteries safely. Do not dispose of batteries in fire.

RECHARGEABLE BATTERIES:

- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.

IMPORTANT : INFORMATIONS CONCERNANT LES PILES

- Mettre en place les piles ou les accumulateurs en respectant les polarités + et –.
- Ne pas mélanger des piles ou des accumulateurs neufs avec des usagés.
- Ne pas mélanger différents types de piles : alcalines, zinc-carbone et rechargeables.
- Seules des piles du type recommandé doivent être utilisées.
- Ne pas mettre les bornes d'une pile ou d'un accumulateur en court-circuit (en reliant directement le + et le –).
- Retirer les piles ou les accumulateurs en cas de non-utilisation prolongée.
- Enlever les piles ou les accumulateurs usagés du jouet.
- Ne les jeter ni au feu ni dans la nature.

PILES RECHARGEABLES :

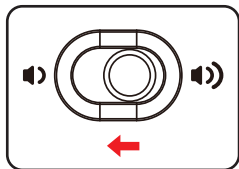
- Les accumulateurs ne doivent être chargés que sous la surveillance d'un adulte.
- Ne pas tenter de recharger des piles non rechargeables

TO BEGIN USING BLUEY GAME & GO

• HOW TO EXIT TRY-ME MODE

If you've just taken the **Bluey Claw Game & Go** out of the packaging for the first time, you need to disable Try Me mode before playing.

To disable Try Me mode, press the **On/Off Button** to turn the unit On and then slide the **Volume Switch** to the Low position. After Try-Me Mode is turned off, it cannot be re enabled by moving the Volume Switch.



• TURN ON THE UNIT

Press the **On/Off Button** to turn the unit On and enter normal play mode, where Bluey will greet you. Press the **Game Buttons** to enter the corresponding game.

Note: The included batteries are for demo use only. We recommend replacing the included batteries with new batteries before using the **Bluey Claw Game & Go**.

• BATTERY STATUS

When the batteries are exhausted, the low battery icon will be displayed and the unit will automatically shut Off. Please replace the batteries with a full set of new batteries before further use.

• AUTO POWER OFF

To preserve battery life, the **Bluey Claw Game & Go** will automatically power Off if there is no operation for a period of time.

PRODUCT FEATURES

Buttons Description

On/Off Button

Press this button to turn the unit On or Off.

Game Buttons

Press these buttons to start a game.

Claw Game Button

Press this button to start the Claw game.

Joystick

Move the **Joystick** to make a selection or to interact with games.

Action Button

Press this button to confirm a selection or to interact with games.

Volume Switch

Slide the selector to set Low or High volume.

ACTIVITIES

1. Bluey and Her Family

Once turning the unit On, move the joystick or press the **Action Button** to view fun animations of Bluey and her family.



2. Dance Mode

Let's put someone in Dance mode! Whose turn is it? Mum? Dad? Bluey? Just dance like no one's watching! Ready?

Watch as the arrows move toward the target frame at the bottom corner of the screen. Once the arrow reaches the center of the target, move the **Joystick** in the same direction.



3. Obstacle Course

Mum, Bluey and Bingo set up an obstacle course! Dad raced with Bluey and won easily. Help Bluey practice to get through the obstacles faster. Press the **Action Button** to jump over the obstacles. Do a perfect run to win some sherbet!



4. Omelette

Let's cook an omelette for Dad! Dad's hungry and wants more eggs, so he may ask for a special omelette. Listen to what food ingredients wanted at the beginning, then tilt the **Joystick** to move Bingo and catch the correct ingredients.



5. Classic Catches

It's time for the Christmas Swim! Toss a ball to the leaping family member at the right time for a good catch before they fall into the swimming pool! Use the **Joystick** to move the target frame to adjust the throw position. Press the **Action Button** to throw the ball.



6. Grannies

It's a lovely day for a drive! The grannies, Janet and Rita, are enjoying the drive. Nothing on the road can stop them! Go! Run things over and find the best parking spot! Tilt the **Joystick** to run things over and to collect coins. Press the **Action Button** to brake at the parking spot.



7. The Claw

It's the Claw! Let's play! There are awesome prizes in the capsules. Move the **Joystick** to launch the Claw or view your awesome prize collection. Once the Claw is launched, move the **Joystick** over a prize capsule and press the **Action Button** to grab it.



8. Screen Contrast Setting

Let the unit in off status, move and hold the **Joystick** to the right, then press the **On/Off Button** to turn On the unit. This will activate the Screen Contrast Menu. Use the **Joystick** to adjust the screen's contrast, and press the **Action Button** to confirm the setting and enter the opening animation.

CARE & MAINTENANCE

1. Keep the unit clean by wiping it with a slightly damp cloth.
2. Keep the unit out of direct sunlight and away from any direct heat sources. Keep the device out of dusty or dirty areas.
3. Do not disassemble the device. If a problem occurs, remove and replace the batteries to reset the device, or try new batteries. Remove the batteries if the unit will not be in use for an extended period of time.
4. Handle the device carefully. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the unit stops working or malfunctions, please follow these steps:

1. Turn the unit Off.
2. Interrupt the power supply by removing the batteries.
3. Let the unit stand for a few minutes, then replace the batteries.
4. Turn the unit On. The unit should now be ready to use again.
5. If the unit still does not work, install a new set of batteries.

Environmental Phenomena

Static electricity may cause the unit to malfunction. In cases where the unit is malfunctioning due to static electricity, reset the system by pressing and holding the **On/Off Button** for 5 seconds. Or remove and reinstall the batteries. In the unlikely event of an electrostatic discharge, the unit may malfunction and lose memory, requiring the user to reset the device by removing and reinstalling the batteries.

IMPORTANT NOTE:

If the problem persists, please contact our **Consumer Services Department** at **1-800-521-2010** in the U.S., **1-877-352-8697** in Canada, or by going to our website **vtechkids.com** and filling out our **Contact Us** form located under the **Customer Support** link. 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 contact us with any problems and/or suggestions you might have. A service representative will be happy to help you.

NOTE

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

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

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 5939
Product Name: Bluey Claw Game & Go
Responsible Party: VTech Electronics North America, L.L.C.
Address: 1156 W. Shure Drive, Suite 200
Arlington Heights, IL 60004
Website: vtechkids.com

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 UNDESIRE OPERATION.
CAN ICES(B)/NMB(B)

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information about our products,
downloads, resources and more.***

***vtechkids.com
vtechkids.ca***

***Read our complete warranty policy online at
vtechkids.com/warranty
vtechkids.ca/warranty***



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