

Disney
FROZEN II

Parent's Guide

Magic Secret Diary



vtech[®]

© Disney

91-003730-000 ^{UK}

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...

Electronic Learning Computers

Cool, aspirational and inspiring computers for curriculum related learning

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

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

I need...

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

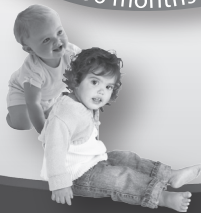
...intelligent technology that adapts to my level of learning

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

4-10 years

Birth-36 months

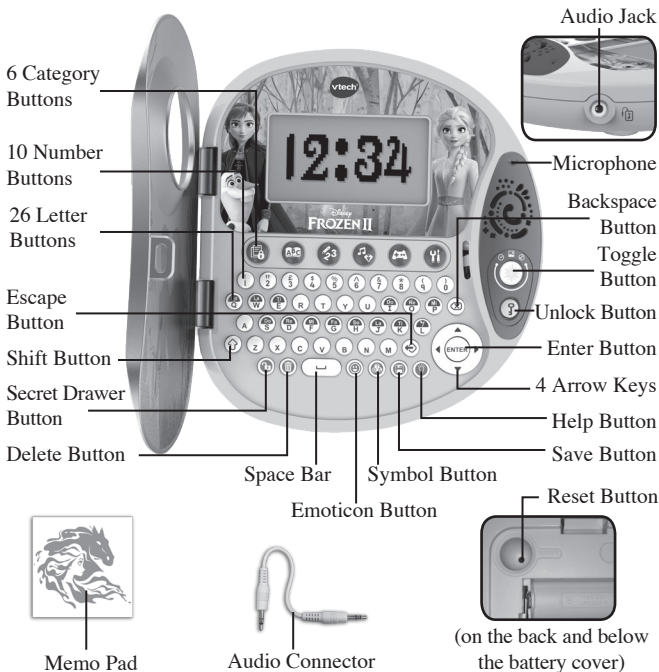
3-6 years



To learn more about this and other VTech® products, visit www.vtech.co.uk

INTRODUCTION

Prepare for adventure with the **VTech® Frozen II Magic Secret Diary**. You can type all your thoughts and memories into the electronic diary and keep them safe with the voice-activated locking system. There are also numerous challenging games to keep you entertained and there is even a secret compartment where you can store precious little keepsakes.



INCLUDED IN THIS PACKAGE

- One VTech® Frozen II Magic Secret Diary
- One parent's guide
- One memo pad
- One audio connector

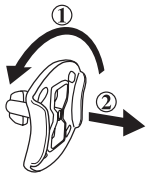


WARNING:

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 parent's guide as it contains important information.

Unlock the packaging locks:

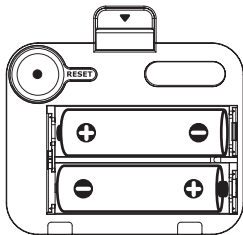


- ① Rotate the packaging locks 90 degrees anticlockwise.
- ② Pull out the packaging locks.

GETTING STARTED

BATTERY INSTALLATION

1. Make sure the unit is **OFF**.
2. Locate the battery cover on the back of the unit.
3. Open the battery cover.
4. Install 2 new AA (LR6/AM-3) batteries into the compartment as illustrated. (The use of new alkaline batteries is recommended for maximum performance).
5. Replace the battery cover.



Note: The time & date will be reset each time the batteries are replaced.

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, 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 wheellie 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

www.recyclenow.com

PRODUCT FEATURES

1. Unlock Button

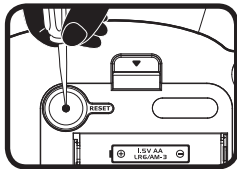


Press this button to activate the voice recognition, then say your password to turn the unit on. Keep about 10cm distance and speak clearly towards the microphone, which is located above the speaker housing. You can use your voice or number password to unlock the unit. You can turn the functions ON or OFF in My Settings.

To turn the diary off, close the cover.

2. Reset Button

Press this button to reset the password. To activate normal play, first press the Unlock button, then press the Reset button until the screen shows the message 'Normal Mode'. To reset your password, you will first need to press the Unlock button, then press the Reset button on the voice password or number password screen until 'Password reset' is displayed on the screen and the unit turns on. Next time you wish to turn the unit on, you will be asked to record both the voice and number password again.



3. Toggle Button



Press the Toggle button to change the display.

When the cover is closed, there are four different screens to switch through: time, date, Frozen wallpaper or enter music mode. When you're playing through the activities, press this button to switch to the Clock or enter music mode.

4. 6 Category Buttons

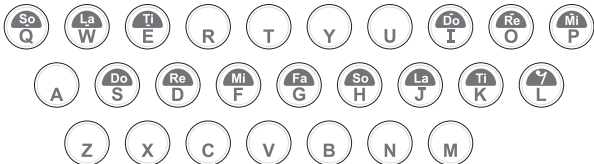
Press one of the Category buttons to choose one of the 6 categories:



My Diary, Word Games, Maths Games, Creation and Fun, Logic Games, My Settings.

5. 26 Letter Buttons

Press the letter buttons to type diary entries and answer related questions.



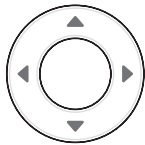
6. 10 Number Buttons

Press the number buttons to type diary entries and answer related questions.



7. 4 Arrow Keys

Press these buttons to make a selection on the screen or to move in related activities.



8. ENTER Button

ENTER

Press this button to confirm your selection.

9. Backspace Button 

Press this button to delete what you've typed.

10. Shift Button 

Hold down this button and the letter buttons together to get capital letters. Hold down this button and the number buttons together to type the symbols.

11. Escape Button 

Press this button to go back to the previous screen.

12. Delete Button 

Press this button to delete a diary entry or music file.

13. Help Button 

Press this button to repeat the current question or instruction, or to get help in some activities.

14. Emoticon Button 

Press this button to insert emoticons in your diary entries.

15. Symbol Button 

Press this button to insert symbols in your diary entries.

16. Save Button 

Press this button to save your diary entry and music you've created.

17. Space Bar 

When typing, use this button to insert a space between words, letters or numbers.

18. Secret Drawer Lock Button

Press this button to open the secret drawer.

19. Alarm

You can set the alarm in My Settings. When the alarm sounds, press the Toggle or Unlock button to stop it. If no button is pressed, the alarm will sound for 30 seconds.

20. Music Mode

The audio jack is located at the top right of the unit. Connect a music player to your **Magic Secret Diary** with the audio connector provided or a lead with 3.5mm jack plugs. Press the Toggle button to switch to Music mode and listen to your music.

21. Automatic Clock Mode

To preserve battery life, the **Magic Secret Diary** will automatically switch to clock mode after several minutes without input or when the battery power is low. The unit can be unlocked again by pressing the Unlock button.

When the battery power is very low, a warning will be displayed on the screen as a reminder to change your batteries.

TO BEGIN PLAY

Activating Normal Play Mode:

When you first use the product, you will need to activate normal play mode.

1. Press the Unlock button to turn on the unit.
2. Press the Reset button (It is located in the battery compartment with the word 'RESET')
3. The screen will display the message 'Normal Mode'.
4. You will be asked to record a password.

If no password exists:

- A voice saying “Please record your password” will be heard.
- Say your password. You will then be asked to repeat it.
- “Ok, password recorded.” will be heard if the password is successfully set. The unit will then open and ask you to set your number password. After the password is set, you can begin to play.
- “Oh! There isn’t a password” will be heard if the password isn’t set. Press the Unlock button to try setting your password again.

If password exists:

- “OK” will be heard if the password is correct and the unit will then open and you can begin playing.
- If the password is incorrect, “Password is incorrect” will be heard and the unit will not turn on.

Setting Number Password

- If you successfully set voice unlock, the cover will open and you will be asked to enter a 4 digit number password.
- You will be asked to repeat the number password.
- If the number password is successfully set, you can start playing with the unit.
- To set the voice password and number password ON or OFF, go to My Settings.

Date and Time Settings

- When you first use the diary, or change the batteries, you will need to set the date and time. Press the Enter Button to confirm the setting.

ACTIVITIES

The VTech® Frozen II **Magic Secret Diary** has a total of 20 activities to play.


Category 1: My Diary

You can select a date to write diary entries here using text and special icons. Also, you can add a special frame to your diary entries. After the diary entry has been saved, you may review and edit it anytime you like.



1. Review Diary

After a diary entry has been written, you can review all diary entries in the Review Diary screen. Your diary entries will be sorted in date order. Use the Arrow Keys to make your selection and press Enter to confirm.

When reviewing a diary entry, you can press Enter to edit your diary. Or press the **Delete button**  to delete the diary.




2. Create a new diary

To enter your diary, please follow the steps below.

1). Enter the Date

Today's date will be shown according to the date settings. To select a different date, use the arrow keys to change the date and press Enter to confirm.

2). Enter the content

Now you can create your secret diary entry. You can enter any letters and numbers on the keyboard. You can also insert emoticons by pressing the **Emoticon Button** . To insert symbols, press the **Symbol Button** . Press the **Save Button**  to save the diary entry.

Category 2: Word Games

There are 5 activities for you to play in this category.

Word Games 1 – Typing Fireworks

The fireworks at the party in Arendelle Castle will be amazing. Test your typing skills! Start off by typing the letters in the firework that rise from the bottom of the screen. When you advance to further levels, you will need to type whole words. Remember to hold down the Shift Button to type Capital Letters!



Word Games 2 – Word Match

Olaf has taught himself to read and is practising his words. Help Olaf to choose the picture that matches the word shown. Use the arrow keys to select and press Enter to confirm.



Word Games 3 – Mystery Words

On the way to the North Mountain, Olaf needs to cross a river. Help him guess what the word is so that he will step on the stones to get across! Press a letter button to make a guess. If the letter is part of the word, it will appear in the right place.



Word Games 4 – Speedy Speller

The Wind is jumbling up the letters. Help Elsa spell as many words as possible to tame The Wind.

You will be shown a selection of letters and you'll need to try to make as many words as you can before time runs out. You can spell words ranging from 2 to 5 letters in length. Press the letter buttons and Enter to play. Press the Help Button to view all remaining words that can be created.



Word Games 5 – Rhyming Words

Elsa must gain respect from the Nokk to get past and continue her journey. Help Elsa find the correct rhyming word to gain the Nokk's respect.

A word will appear at the top of the screen. You need to scroll through the words at the bottom of the screen and select the rhyming word. Use the arrow keys to select and press Enter to confirm.



Category 3: Maths Games

There are 4 activities for you to play in this category.

Maths Games 1 – Count the Trolls

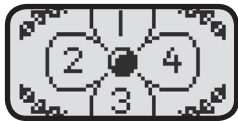
Let's help count how many trolls are underground.

The trolls are going in and out of the underground. Count how many trolls are underground once they stop moving.



Maths Games 2 – Petal Collector

Kristoff is collecting petals for a grand celebration. Choose the petals with the numbers according to the question. Press the arrow keys to select.



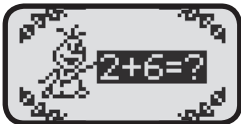
Maths Games 3 – Skip Counting

Elsa needs help from the Nokk to cross the river. Find the correct number to finish the number pattern. Use the arrow keys to select and press Enter to confirm.



Maths Games 4 – Maths Equation

Olaf is learning to solve the maths problem. Let's help him. Fill in the missing number to complete the equation. Use the arrow keys to select and press Enter to confirm.




Category 4: Creation and Fun

There are 5 activities for you to play in this category.



Creation and Fun 1 – Music Fever

Here you can create your very own melody. Select an instrument, then press the musical notes on the keyboard to compose your song. You can save your compositions and play them back.



1. **Compose a song**  

Select an instrument to compose your song with that instrument.

2. **Review a song**  

Select a song to review.

3. **Rest Note** 

Select this icon to insert a rest note when composing a song.

4. **Play** 

Select this icon to review a song that you have composed. When the song is playing, this icon will change to a stop icon.

5. **Stop** 

When reviewing the song, select this icon to stop.

6. **Speed** 

Select the Speed icon to change the speed of the song, there are 3 speeds to choose from.

7. **Save** 

Select the Save icon or press the Save Button to save your song.

8. **Edit** 

Select the Edit icon to edit your song.

Creation and Fun 2 – Dance with Olaf

Olaf loves to dance! And he's quite good.

Use the arrow keys to create a dance for Olaf. Once you have finished, press the Enter Button to play back your creation! Olaf will dance your steps until the music ends.



Creation and Fun 3 – Match the Notes

Anna is playing the piano. Let's play music with her!

At the bottom of the screen a series of notes will be displayed. Move through the notes on the right side of the screen until you find the matching note. Use the down arrow key to choose and press Enter to confirm.



Creation and Fun 4 – Shape Pattern

Design a necklace with the gems for Elsa!

A pattern of shapes will be displayed on the screen but one of them is missing, choose the right shape that completes the pattern.



Creation and Fun 5 – Mystery Persona

There are 10 selections. Each selection will show 2 pictures for you to choose from. After you have has selected 10 pictures, it will tell you which Frozen character you are most like.



Category 5: Logic Games

There are 4 activities for you to play in this category.



Logic Games 1 – Shadow Match

There is going to be a party at Arendelle Castle and Elsa wants it to be perfect. Help Anna to find the objects she needs for the party.

A shadow of the object will be shown on the screen for you to observe and remember its shape. Then select the same shape object for Anna. If the answer is correct, Anna will be very happy.



Logic Games 2 – Find the Troll

A Troll is hidden within the stones. Let's find him.

The Troll will pick one of the three positions to stand on and after that he will change into a stone and hide himself. Then the three stones will exchange positions randomly. Watch carefully to find where the Troll is when the stones stop moving.



Logic Games 3 – Olaf Luge

Olaf is sliding on his stomach. And he's going really, really fast!

While Olaf is sliding, say anything into the microphone to make Olaf to jump over the obstacles.

There are two options, 'Voice Control' & 'Keyboard'. If you select 'Voice Control', you can say anything to control Olaf's jumping. If you select 'Keyboard', you can press the Enter Button to control Olaf's jumping.



Logic Games 4 – Leaf Trail

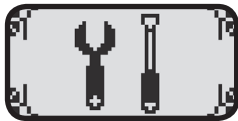
The Wind is playing games with Olaf!

There are leaves scattered on the path. Help Olaf find the best path that can collect all the leaves and find the Wind. Press the arrow keys to move Olaf and press the backspace button to step backwards.



Category 6: My Settings

There are 9 settings to choose from: Volume level, Screen Contrast, Background music on/off, Time & Date, Alarm, Voice Password On or Off, Number Password On or Off, Music Player Sleep Timer, Wallpaper



1. **Volume** – Use the arrow buttons to adjust the volume. Press the Enter Button to save your changes.
2. **Contrast** – Use the arrow buttons to adjust the screen brightness. Press the Enter Button to save your changes.
3. **Background Music On/Off** – Use the arrow buttons to set the background music on or off. Press the Enter Button to save your changes.
4. **Time & Date** – Press the arrow buttons to select a date and time. Press the Enter Button to save your changes. When you have set the time and date, it will show on the screen in sleep mode.
5. **Alarm** – Press the arrow buttons to select an alarm time and record an alarm sound. Press the Enter Button to save your changes. When the alarm is set and it activates, you will see the alarm animation and hear the accompanying sound.
6. **Voice Password On/Off** – Use the arrow keys to select On if you would like to use your voice to unlock the diary. If you select Off, you will not need to unlock the diary using your voice. When the unlock button is pressed, the cover will open.

7. **Number Password On/Off** – You can turn the number password On or Off. Press the arrow keys to turn the number password on or off.
8. **Music Player Sleep Timer** – Use the Arrow Buttons to select a timer and press Enter or the Save Button to save your settings. Once you select a timer, the Music Player will turn off at the set time.
9. **Wallpaper** – Use the Arrow Buttons to select a picture and press Enter to save your setting. After you select a picture, you can review the picture by pressing the Toggle button when the cover is closed.

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.
3. Remove the batteries when the unit is not in use for an extended period of time.
4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

TROUBLESHOOTING

If for some reason the program/activity stops working or the unit can't be turned on again, then 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 back ON. The unit will now be ready to play with again.
5. If the unit still does not work, replace with an entire set of new batteries.

IMPORTANT NOTE

If for some reason the cover doesn't lock or cannot close, please follow these steps:

1. Close the cover manually and hold it closed.
2. Press the Unlock key, then say your password.
3. After entering your password successfully, release your hand.
4. The cover will then be able to lock properly.



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Creating and developing VTech® products is accompanied by a responsibility that we at VTech® 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 with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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Website: support.vtech.com.au

PRODUCT WARRANTY/ CONSUMER GUARANTEES

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