fisher-price®

Fun to Connect Phones™

PARENT'S GUIDE

**Keep this instruction sheet for future reference,
as it contains important information.**

HNB43

INDEX

BEFORE YOU BEGIN

+

**1,5V
AAA
(LR03)**

–

x8

Four AAA (R03) batteries are included for each phone.
Batteries included are for demonstration purposes only.
Battery replacement is required. Only adults should replace batteries.
Required tool: Phillips screwdriver (not included).
For longer battery life, use **alkaline** batteries.

Wipe this toy with a clean, damp cloth. Do not immerse.

Protect the environment by not disposing of this product or any
batteries with household waste. This symbol indicates that this product
shall not be treated as household waste. Check your local authority for
recycling advice and facilities.

TRY-ME CABLE REMOVAL

- Pull the cable out from the bottom of each phone.
- Properly dispose of the cable.

- Close the cover on the bottom of each phone. Press until it **"snaps"** into place.

BATTERY REPLACEMENT
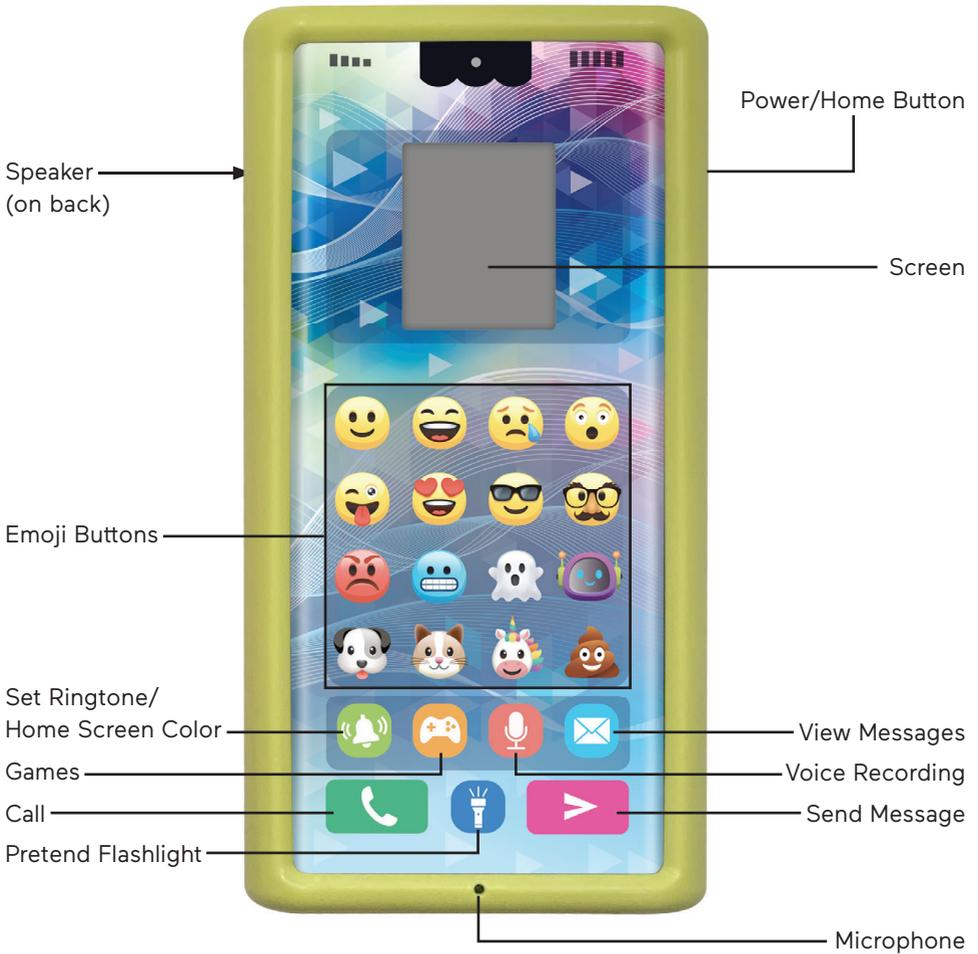
1,5V x 8
AAA (LR03)

− +

- Loosen the screw in the battery compartment door with a Phillips screwdriver and remove the door.
- Insert four AAA (LR03) alkaline batteries into each phone.
- Replace the battery compartment door and tighten the screw. Do not over-tighten.
- If the toys begin to operate erratically, you may need to reset the electronics. Remove the batteries and reinstall them.

BATTERY SAFETY INFORMATION

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable.
- Insert batteries as indicated inside the battery compartment (+ and -).
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely.
  Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

PRODUCT FEATURES

Power/Home Button

Speaker
(on back)

Screen

Emoji Buttons

Set Ringtone/
Home Screen Color

View Messages

Games

Voice Recording

Call

Send Message

Pretend Flashlight

Microphone

- Press any button to turn the phone ON.
- Press the Power/Home Button to return to the Home Screen at any time. Press the Power/Home Button while on the Home Screen to turn the phone OFF.
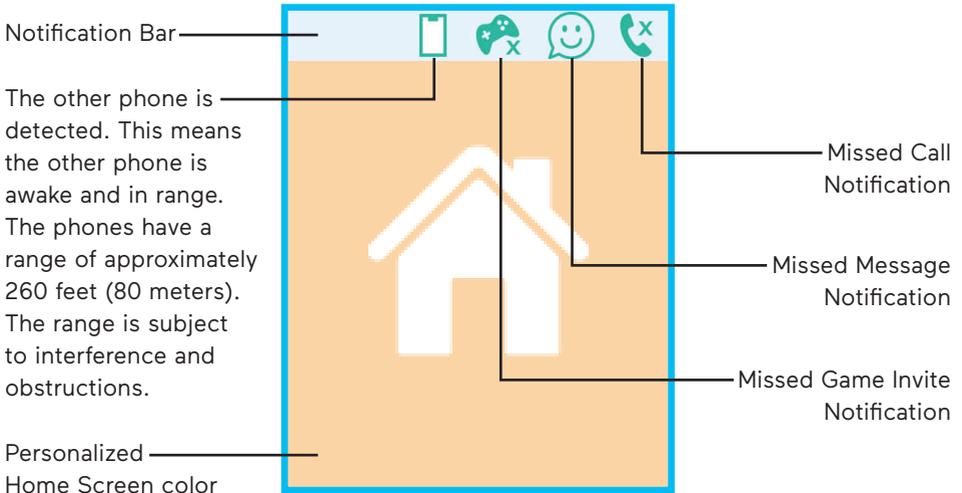- Each phone goes into sleep mode after several minutes of inactivity. Press any button to wake.

PERSONALIZATION
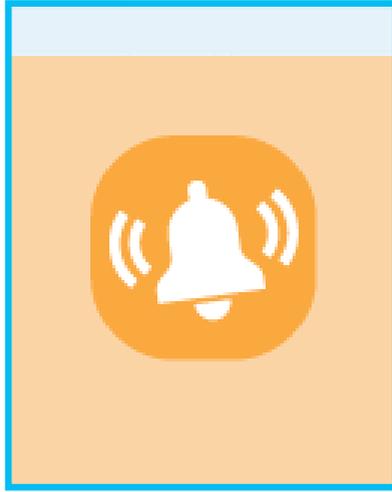
- Press the 🔔 button to choose a personal ringtone and background color for your Home Screen. Keep pressing the button to cycle through the choices.

HOME SCREEN

Press the Power/Home Button to return to the Home Screen at any time.

Notification Bar

The other phone is detected. This means the other phone is awake and in range. The phones have a range of approximately 260 feet (80 meters). The range is subject to interference and obstructions.

Personalized Home Screen color

Missed Call Notification

Missed Message Notification

Missed Game Invite Notification

MESSAGES

- Press emoji buttons to watch the emojis animate and make sounds.
- After you have pressed at least one emoji button, you can send a message to the other phone.
- You can send up to eight emojis in a single message. The eight dots at the bottom of the screen represent the number of emojis that are in your message. Adding emojis to a message after the tracker is full discards emojis from the beginning of the tracker.

Emoji Tracker

The Sending phone:
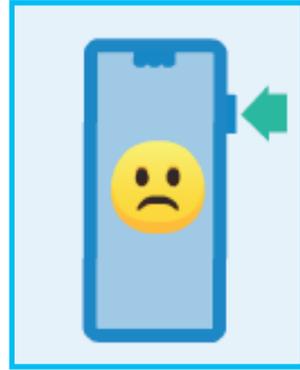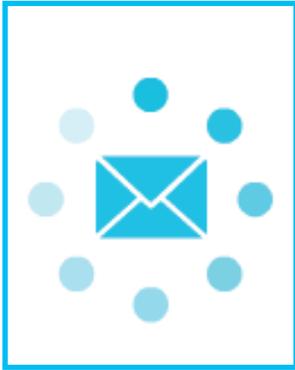
- Press the **>** button to send a message that contains all the emojis in your Emoji Tracker.
- If you press the **>** button before you've added any emojis, you will receive an error screen indicating that you should add an emoji to your message before sending.

- Messages will not be sent if the receiving phone is currently in sleep mode or is out of range.
- If the receiving phone is currently in sleep mode, wake the phone by pressing any button to turn it on.
- If the receiving phone is turned on but out of range, move the phones closer together and try to send the message again. The phones have a range of approximately 260 feet (80 meters). The range is subject to interference and obstructions. When the other phone is detected, it will be indicated by the ☐ icon in the Notification Bar at the top of the Home Screen.

The Receiving phone:

- Press the ✉ button to view the message.

- Missed messages are saved to your inbox, and are indicated by the ☺ icon in the Notification Bar at the top of the Home Screen. Press ✉ to play the most recently received message. Press ✉ again to play the next most recent message, and so on. Once you play a message, it is deleted.
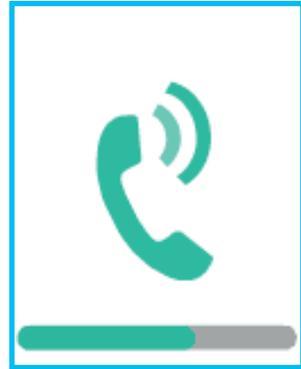
PHONE CALLS

The Sending phone:

- Press the [📞] button to call the other phone.
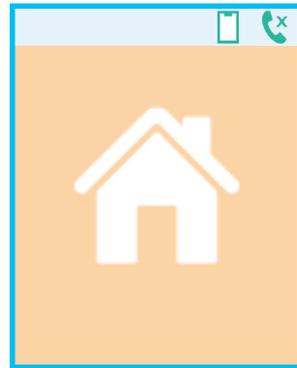
The Receiving phone:

- Press the [📞] button on the receiving phone while it is ringing to answer.
- Now these two phones are in a live call that lasts several minutes.
- During a call, press the [📞] button on either phone to end the call and disconnect.

- After several minutes the phones will be notified that the call is about to time out, and a countdown meter will be displayed on the screen. Press the [📞] button while the countdown meter is on the screen to continue your live call.
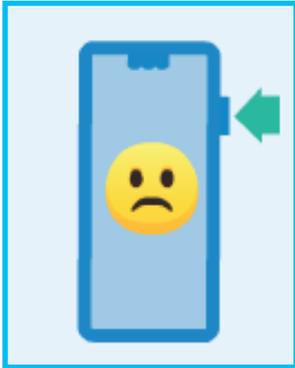
- Calls will not connect if the receiving phone is currently in sleep mode or is out of range.
- If the receiving phone is currently in sleep mode, wake the phone by pressing any button to turn it on and try the call again.
- If the receiving phone is turned on but out of range, move the phones closer together and try the call again.
- The phones have a range of approximately 260 feet (80 meters), and are subject to interference and obstructions. When the other phone is detected, it will be indicated by the 📱 icon in the Notification Bar at the top of the Home Screen.

- If the receiving phone is awake and paired but does not answer, the receiving phone will display a missed call notification icon 📞ˣ in the Notification Bar at the top of the Home Screen.

VOICE RECORDING

- Press the 🎤 button to begin a voice recording.
- Start speaking to record a message up to 5 seconds long.
- Press 🎤 again before the 5 second timer runs out to stop the recording and initiate playback prematurely.
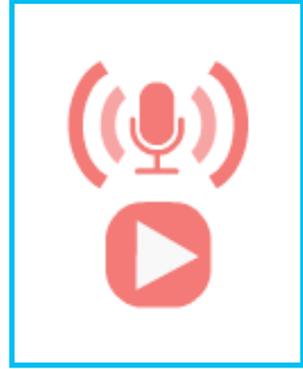
- Once recording is complete, the phone will automatically play back your recording for you to listen to it.
- Once you play a voice recording, it is deleted.

GAMES

- Press the 🎮 button to cycle through the available games. Stop pressing 🎮 and wait a moment to launch the currently displayed game.
- Once a game begins, a short demo of the game will play followed by ③—②—①, and then you can start playing.
- Press the Power/Home Button on the side of the phone one time to exit a game and return to the Home Screen.

GAME 1
1 Player
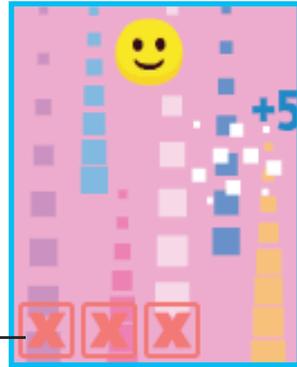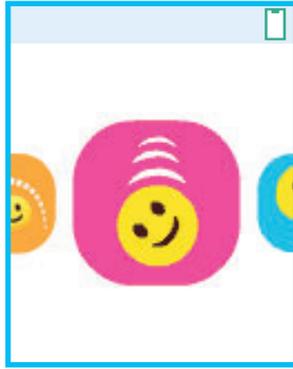
Strikes

- Watch the screen for an emoji to appear and then press that same emoji button on your phone before it falls off the bottom of the screen.
- If multiple instances of the same emoji appear together on the screen, press that button for bonus points!

- If you miss three emojis you get a strike.
- If you get four strikes it's game over.
- The better you do, the faster the game and the music play, and the emoji variety increases! How high can you score?

GAME 2
1 or 2 Players
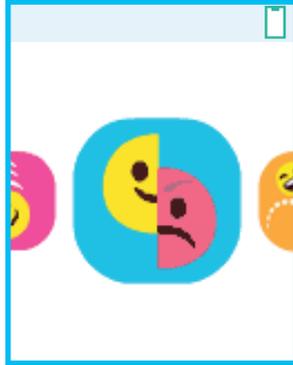
- Press emoji buttons to replace half of the emoji, alternating between left and right halves.

- Every emoji button press gives you a new silly animation and sound.
- Every other emoji button press gives you a new background.

The Sending phone:

- Like what you created? Press the ![>] button to share your creation with Player 2!

The Receiving phone:

- Press the ✉ button on the receiving phone to view the Game 2 message.
- Missed Game 2 messages are saved to your inbox, and are indicated by the ☺ icon in the Notification Bar at the top of the Home Screen. Press ✉ to play the most recently received message.

- While viewing the Game 2 message, press emoji buttons on your phone to edit what you received, then press ![>] to send it right back to Player 1!
- Editing a received message automatically launches Game 2 on the receiving phone.
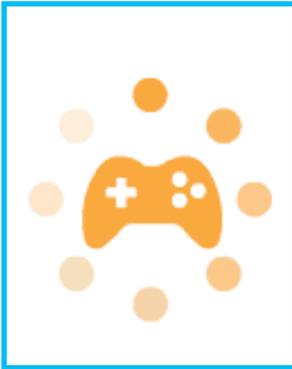
GAME 3
2 Players

- This game is only accessible if both phones are awake and in range. When the other phone is detected, it will be indicated by the 📱 icon in the Notification Bar at the top of the screen.
- If the receiving phone is currently in sleep mode, wake the phone by pressing any button to turn it on, then try the Game 3 invitation again.
- If the receiving phone is turned on but out of range, move the phones closer together, then try the Game 3 invitation again.
- The phones have a range of approximately 260 feet (80 meters), and are subject to interference and obstructions.
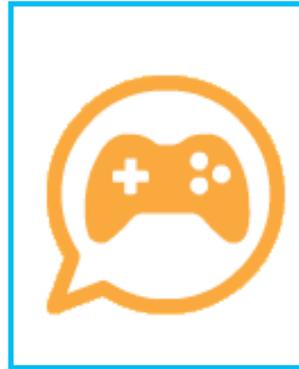
The Sending phone:
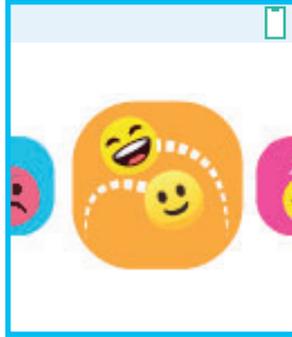
The Receiving phone:

- When Game 3 is selected, the sending phone will display the "waiting for game connection..." screen, shown here.

- On the receiving phone, press the 🎮 button to accept the Game 3 invitation. Both phones will display a short demo of the game followed by ③—②—① and then you can start playing.
- Missed Game 3 invitations are indicated by the 🎮 icon in the Notification Bar at the top of the Home Screen.

Either phone while playing Game 3:

- Your side will always be on the bottom of the screen, and your opponent's side will always be on the top of the screen.

- The color you select for your Home Screen background color will be the same color used for your side of the court.

- The serving player will have a spinning mystery emoji on their side of the court, waiting to be served. Press any emoji button and the spinning mystery emoji will turn into the emoji that was pressed.

- If a player does not serve within approximately 5 seconds, it will automatically pick an emoji for them and serve.

- The emoji that was selected will then move to your opponent's side of the court.
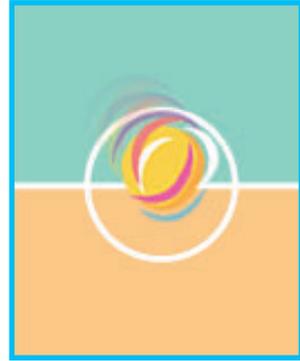
- The receiving player then must press the matching emoji button to catch it before the emoji moves off of the screen.
- Now throw a new emoji back to the other player!
- Pass the emojis back and forth as many times as you can!

- The longer the players pass the emoji back and forth, the longer the emoji will remain in its mystery state from the serve. The difficulty increases with each pass by giving the recipient less and less time to react.

Opponent's Strikes
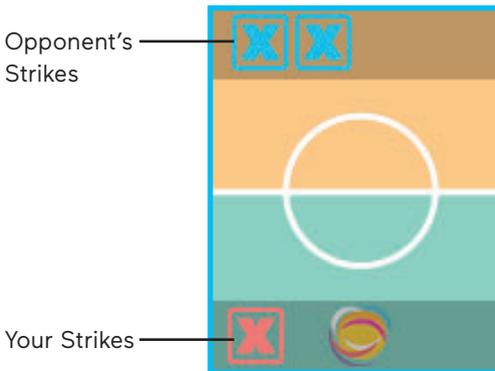
Your Strikes

- If a player fails to catch an emoji before it moves off of the screen, that player will get a strike. Four strikes and it's game over.

PRETEND FLASHLIGHT
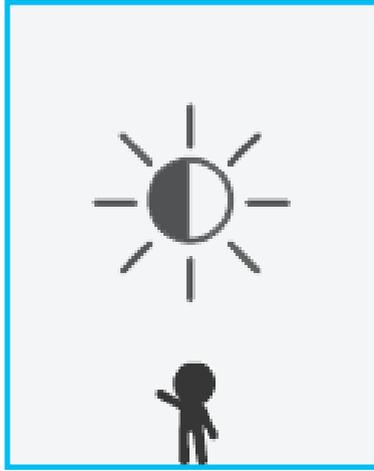
- Press the 🔦 button up to 4 times to change the screen brightness and watch a fun motion comic.

CONSUMER INFORMATION

To view statements regarding electromagnetic information pertaining to the product, first make sure the phone is turned OFF. Then, press and hold 🐶 and 💩 at the same time until the phone turns back ON.

FCC STATEMENT (UNITED STATES ONLY)

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.
NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.
FCC ID: PIY-HNB43-23A5T
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.

CAN ICES-3 (B)/NMB-3 (B)

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes :
(1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillageest susceptible de compromettre son fonctionnement.

ISED REGULATORY COMPLIANCE

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions: (1)This device may not cause interference.(2)This device must accept any interference, including interference that may cause undesired operation of the device.

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :(1)L'appareil ne doit pas produire de brouillage; (2)L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

This equipment complies with IC RSS-102 radiation exposure limits set forth for an uncontrolled environment. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Cet équipement est conforme aux limites d'exposition aux radiations IC CNR-102 établies pour un environnement non contrôlé. Cet émetteur ne doit pas être colocalisé ou fonctionner en conjonction avec une autre antenne ou un autre émetteur.

FCC SAR STATEMENT

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. End user must follow the specific operating instructions for satisfying RF exposure compliance. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

The portable device is designed to meet the requirements for exposure to radio waves established by the Federal Communications Commission (USA). These requirements set a SAR limit of 1.6 W/kg averaged over one gram of tissue. The highest SAR value reported under this standard during product certification for use when properly worn on the body is 0.17 W/kg.

The portable device is designed to meet the requirements for exposure to radio waves established by the Federal Communications Commission (USA). These requirements set a SAR limit of 1.6 W/kg averaged over one gram of tissue. The highest SAR value reported under this standard during product certification for use when properly worn on the head is 0.17 W/kg.

The portable device is designed to meet the requirements for exposure to radio waves established by the Federal Communications Commission (USA). These requirements set a SAR limit of 4.0 W/kg averaged over ten grams of tissue. The highest SAR value reported under this standard during product certification for use when properly worn on the extremity is 0.08 W/kg.

IC SAR STATEMENT

IC: 4390C-HNB4323A5T

This equipment complies with ISED radiation exposure limits set forth for an uncontrolled environment. End user must follow the specific operating instructions for satisfying RF exposure compliance. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

The portable device is designed to meet the requirements for exposure to radio waves established by the ISED. These requirements set a SAR limit of 1.6 W/kg averaged over one gram of tissue. The highest SAR value reported under this standard during product certification for use when properly worn on the body is 0.17 W/kg.

Cet équipement est conforme aux limites d'exposition aux rayonnements ISED établies pour un environnement non contrôlé. L'utilisateur final doit suivre les instructions spécifiques pour satisfaire les normes. Cet émetteur ne doit pas être co-implanté ou fonctionner en conjonction avec toute autre antenne ou transmetteur.

Le dispositif portatif est conçu pour répondre aux exigences d'exposition aux ondes radio établie par le développement énergétique DURABLE. Ces exigences un SAR limite de 1,6 W/kg en moyenne pour un gramme de tissu. La valeur SAR la plus élevée signalée en vertu de cette norme lors de la certification de produit à utiliser lorsqu'il est correctement porté sur le corps est de 0.17 W/kg.

The portable device is designed to meet the requirements for exposure to radio waves established by the ISED. These requirements set a SAR limit of 1.6 W/kg averaged over one gram of tissue. The highest SAR value reported under this standard during product certification for use when properly worn on the head is 0.17 W/kg.

Le dispositif portatif est conçu pour répondre aux exigences d'exposition aux ondes radio établie par le développement énergétique DURABLE. Ces exigences un SAR limite de 1,6 W/kg en moyenne pour un gramme de tissu. La valeur SAR la plus élevée signalée en vertu de cette norme lors de la certification de produit à utiliser lorsqu'il est correctement porté sur la tête est de 0,17 W/kg.

The portable device is designed to meet the requirements for exposure to radio waves established by the ISED. These requirements set a SAR limit of 4.0 W/kg averaged over ten grams of tissue. The highest SAR value reported under this standard during product certification for use when properly worn on the extremity is 0.08 W/kg.

Le dispositif portatif est conçu pour répondre aux exigences d'exposition aux ondes radio établies par l'ISED. Ces exigences établissent une limite SAR de 4,0 W/kg en moyenne pour dix grammes de tissu. La valeur SAR la plus élevée signalée en vertu de cette norme lors de la certification de produit à utiliser lorsqu'il est correctement porté sur une extrémité est de 0,08 W/kg.