

mirari®
**TEACH ME
TIME!**®

Talking Alarm Clock
& Night-Light

Instructions For Use



Play MonSteR®



Adapter not included.

TEACH ME
TIME!®

**WARNING: This item is not a toy. Do not place in bed.
Not suitable for children under 36 months. Strangulation hazard.**

IMPORTANT SAFETY INSTRUCTIONS

- Read these instructions and keep them for future use.
- Observe all warnings and follow instructions.
- Do not tamper with the cord for any reason.
- Only use this product as it was intended.
- Do not use near water.
- Do not use near any heat source or apparatus that produces heat.
- Clean only with a dry cloth.
- Only use cord as intended.
- Do not leave unit plugged in during lightning storms or when left unused for long periods of time.
- Do not attempt to service the unit yourself. All servicing should be referred to qualified personnel, and done so under the following conditions:
 - When power supply or cord has been damaged.
 - If liquid has been spilled, or objects have fallen into the unit.
 - If the unit is exposed to rain or water.
 - If the product does not operate normally when following the instructions.
 - If the unit has been dropped or damaged in any way.
 - When the product exhibits a distinct change in performance.
- In the event that a replacement part is needed, ensure the service technician uses parts specified by the manufacturer to avoid fire, electric shock or other hazards.

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 a power source that is different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.
- Warning: changes or modifications not approved by the responsible party for compliance could void the user's authority to operate the equipment.

Please note that changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

INTRODUCTION

Teach Me Time!® helps families get better sleep! Picture this: It's Saturday morning, and you're sleeping peacefully when suddenly you're not...your child has just jumped in your bed demanding you get up! Well, this clock was designed by a parent to solve this sleep-depriving problem!

Teach Me Time!'s OK to Wake!® green light is a simple, visual indicator that informs toddlers when it's time to get up. Children quickly learn to go back to sleep or play quietly in their room until "green means go!" Here's why it works: Toddlers enjoy the feeling of accomplishment that comes with completing a job well done, and OK to Wake! is something that can be completed successfully every day and is positively reinforced by the greatest reward of all—coming to see mom and dad!



Fig. 1 Teach Me Time!®

Set Up

- Teach Me Time! comes with three interchangeable colored rings, so you and your child can choose your favorite! The pre-installed ring can be removed and changed as follows:
 - Rotate the ring counter-clockwise until it stops, and detach.
 - Remove the protective screen cover from the display that shows a fake time.
 - Place the colored ring you want to use on the clock face and rotate clockwise to lock it in place.
- For battery backup, insert 2 AA batteries into the battery compartment under the clock. Place batteries over the ribbon to make removal easier next time. See Fig. 2.
 - NOTE: With batteries alone, most of Teach Me Time!'s features will work, but the night-light and backlight features will not function.
 - If the battery power level is low, Teach Me Time! may not have enough power to function properly. If any functions fail, please replace the batteries with a fresh set.
- To fully use Teach Me Time!'s functions, plug the included USB cord into the back of the unit, and then plug it into an outlet using your own USB wall/power adapter. Please ensure the cord is not a hazard.

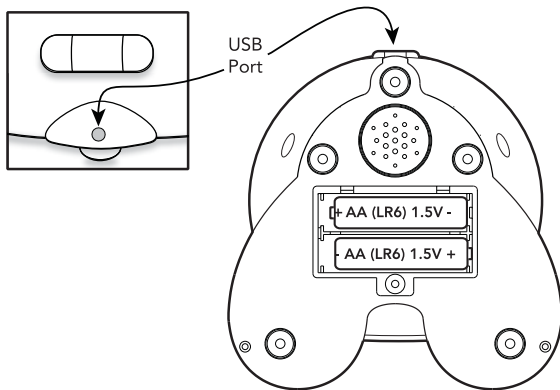
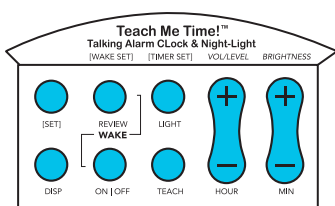


Fig. 2 Battery compartment



parent controls
(beneath rear hatch)



toggles the
night-light
on and off



announces
the current
time

child controls
(toe buttons)

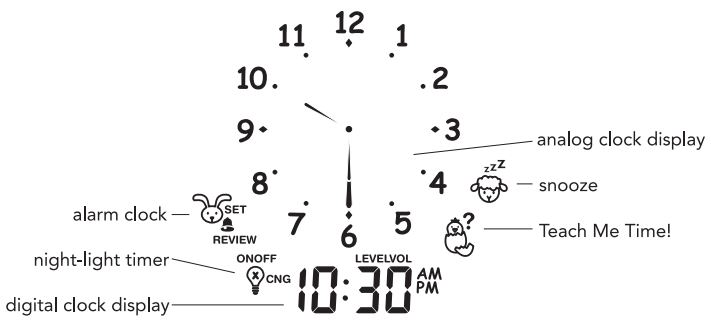


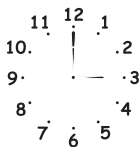
Fig. 3 Parental Controls/Digital Display

Setting the Time

- To set the correct time, open the rear door to reveal the control panel. See Fig. 3.
- Hold down the SET button for two seconds. "SET" will appear on the front display, and the numbers will flash.
- Use the HOUR +/- and MIN +/- buttons to adjust the time. You can tap to scroll slowly, or hold the buttons down to scroll rapidly.
- Press SET again when you are done to lock in the new time. "SET" disappears from the display.
- When the current time is displayed, you can press the right toe button to hear the clock announce the time! Tapping the right toe will turn the night-light on and off, unless the timer is set (see Using the Night-Light and OK to Wake! Timer on page 8).

Display Presentation

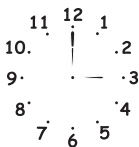
Once your clock is displaying the current time, you can choose how that time is displayed. Use the DISP button on the control panel to toggle through and choose your options:



Analog Only

3:00^{PM}

Numeric Only



Both

Using the Night-Light and OK to Wake! Timer

- Tap the LIGHT button to toggle between the night-light modes:
 - Off
 - On – Yellow
 - On – Green
 - Timer Mode (light bulb icon appears in display)
- The Teach Me Time! night-light timer can be programmed to turn on yellow in the evening (a soft glow to sleep by), change to green in the morning (when it's OK to Wake!) and then turn off automatically at whatever times desired. This cycle repeats daily when in timer mode.
- What is the OK to Wake! green light? It's an innovative sleep aid for parents! The clock glows green in the morning when at a time that you select, and that tells children when it's OK to get up! Children quickly learn to stay in bed until "green means go!" You can use the yellow night-light without using the green light (or the green light without the yellow). See Disabling Color Change Light on page 9.
- To set the night-light timer, you will first set the yellow light (ON), then the off time (for all lights), and then the green light (CNG) which comes on between the yellow light ON and the OFF times.
 - Press and hold the LIGHT key for two seconds to enter the night-light set up. The yellow night-light ON time (8:00 p.m. by default) appears and may be adjusted using the HR +/- keys.



- Once you have the night-light ON time you want displayed, tap the LIGHT key once quickly to move to the next step.
- The night-light OFF time (9:00 a.m. by default) appears and may be adjusted using the HR +/- keys.



- Once you have the OFF time you want, tap the LIGHT button once quickly to move to the final step.
- The night-light CHANGE (CNG) time (6:00 a.m. by default) appears. The change or "OK to Wake!" time is when the night-light color changes from yellow to green, letting your child know it is OK to get out of bed.



Using the Night-Light and OK to Wake! Timer (continued)

- When you have the CNG time you want, tap the LIGHT key once more to exit the night-light set-up. Upon exiting, Teach Me Time! then puts the night-light in timer mode (a light bulb icon appears).
- SAMPLE: If you set the yellow night-light for 8:30 p.m., the OFF for 8:00 a.m., and the change (green light) for 6:30 a.m., this is what will happen:
 - Your yellow night-light will automatically turn on at 8:30 at night. It will stay glowing a soft yellow all night, until 6:30 a.m. when it changes to green. So, if your child wakes up any time after 6:30 they will see the green and know it's OK to get out of bed. The green light will automatically turn off at 8:00 a.m.

Disabling Color Change Light

- If you only want to use the yellow light and not have it change to green, you may do so:
 - Set the change (CNG) time equal to the ON time. This way only the yellow glow light will turn on, not the green.
- If you only want to use the green light and not the yellow night-light, you may do so:
 - Set the ON time for the time in the morning when it's OK for your child to get out of bed. Set the change (CNG) time equal to the OFF time. Now only the green light will turn on!
- When either light is disabled, a small "x" appears in the center of the light bulb icon during timer set up.

Setting the Alarm


Teach Me Time! can also be used as an alarm clock with snooze function. To set the alarm:

- Hold down the WAKE REVIEW button for two seconds until “SET” and the bunny icon appear on the display.




- Adjust the alarm time (7:00 a.m. by default) using the HOUR +/- and MIN +/- buttons. You can tap to scroll slowly, or hold the buttons down to scroll rapidly.
- Press WAKE REVIEW again to lock in your setting once you've reached the desired alarm time. This activates the alarm and displays the bunny symbol, and the current time is displayed again. Teach Me Time! also announces the status of the alarm wake setting for confirmation.
- Note: Any time you go into the WAKE REVIEW to modify the time, Teach Me Time! automatically sets the wake status to ON.
- You may also press the WAKE REVIEW button to review the current status of the alarm wake setting.
- To toggle the status of the alarm, press the WAKE ON|OFF button. Teach Me Time! will announce whether or not the alarm is on.

When the alarm is sounding:

- To use the snooze feature, press the left toe button. A snoozing sheep  will appear in the display and the alarm will be paused for 10 minutes. The alarm will sound again after 10 minutes.
- To cancel the snooze or turn off the alarm for the day, press the right toe button.

Playing the Teach Me Time! Game

The Teach Me Time! built-in teaching game is designed to be played together with your child and to encourage a pattern of learning about time before bed.

- To begin the game, tap the TEACH button once. Teach Me Time! announces, "Let's learn to tell time!" and the display prompts you to adjust the skill level. When the game is in progress, you will see the chick icon on the display. 
- The skill level may only be changed at the beginning of the game. Use the HR +/- keys to adjust skill level as desired.

Level	Description
Level 01 (easiest)	Round hours only. <i>i.e. 1 o'clock, 2 o'clock, etc.</i>
Level 02	Round hours and half-hours only. <i>i.e. 1 o'clock, 1:30, 2 o'clock, 2:30, etc.</i>
Level 03	Round hours, half-hours and quarter-hours. <i>i.e. 1 o'clock, 1:15, 1:30, 1:45, 2 o'clock, etc.</i>
Level 04	Round hours, half-hours, quarter-hours and 10-minute intervals. <i>i.e. 1 o'clock, 1:10, 1:15, 1:20, 1:30, 1:40, 1:45, 1:50, etc.</i>
Level 05 (hardest)	Any time may be displayed. <i>i.e. 1 o'clock, 1:02, 1:57, etc.</i>

- Once you have chosen a skill level, ask your child to press the left toe button to display a time on the analog portion of the display (the digital clock display is hidden at first).
- Note: If you wish to display the digital clock with the analog, simply use the DISP button to toggle its visibility.
- When the time is displayed, ask your child to tell you what time it is (to read the clock display).
- Press the right toe button to hear Teach Me Time! announce the correct answer, and display it on the digital display.
- Tap the TEACH button at any time to end the game.

To adjust the clock hands to the time you wish (you control the time displayed for the game), use the HR +/- buttons to manually adjust it. Press the right toe button to announce the time displayed.

Brightness

When the clock is displaying the time, you can adjust the backlight brightness by pressing the MIN +/- buttons. There is a HIGH (default) and LOW option. To also adjust the night-light brightness, make sure it is on to change its intensity.

Master Volume

When the current time is displayed on the clock, you may adjust the master volume (voice announcements) by using the HR +/- buttons. There are four volume options: OFF, LOW (1), MEDIUM (2) and HIGH (3). When adjusting the volume, the display indicates the current volume level for five seconds.

Quick Tip

If your Teach Me Time! ever “freezes” or acts strangely, try unplugging it and removing the batteries, and then plugging it back in.

Other Products You Might Like

Please visit us on the web at mymirari.com



*OK to Wake![®]
Alarm Clock & Night-Light*



*OK to Wake![®] Owl
with Night-Light & Music*



*Glow to Sleep[®] Musical
Soother with Calming Sounds
and Soft Lights*



*Danny the Penguin and Bowen the Bear
Portable Night-Lights
with Rainbow Color-Change*

Limited Warranty

Coverage

In the United States, PlayMonster LLC warrants this product against defects in original material and workmanship for a period of one year under normal use and conditions. Warranty coverage outside of the United States may vary. Please see information regarding non-U.S. warranty claims, below.

Non-Coverage

This warranty does not cover customer instruction, installation, or set up problems. This warranty does not cover cosmetic damage or damage resulting from acts of God, accident, misuse, abuse, negligence, commercial application (or rental), or modification. This warranty does not cover damage due to improper operation or maintenance, connection to an improper voltage supply, or attempted repair by anyone other than PlayMonster LLC. This warranty does not cover products sold "as is" or "with all faults". This warranty is valid only in the United States and is invalid if the product serial number has been altered or removed.

Making a Warranty Claim, United States

Please check mymirari.com for the latest information pertaining to warranty claims. At the company's discretion, PlayMonster LLC will repair or replace the defective unit. Proof of purchase in the form of a bill of sale or receipted invoice which is evidence that the unit is within the warranty period must be presented to obtain warranty service.

REPAIR OR REPLACEMENT AS PROVIDED UNDER THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE CONSUMER. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF THE EXPRESSED WARRANTY AS PROVIDED ABOVE, BEGINNING WITH THE ORIGINAL DATE OF PURCHASE. NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, SHALL APPLY TO THE PRODUCT THEREAFTER. WE MAKE NO WARRANTY AS TO THE FITNESS OF THE PRODUCT FOR ANY PARTICULAR PURPOSE OR USE.

THE EXTENT OF OUR LIABILITY UNDER THIS LIMITED WARRANTY IS THE REPAIR OR REPLACEMENT PROVIDED ABOVE AND IN NO EVENT WILL OUR LIABILITY EXCEED THE PURCHASE PRICE PAID BY THE PURCHASER. UNDER NO CIRCUMSTANCES WILL WE BE LIABLE FOR ANY LOSS, DIRECT, INDIRECT, INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGE ARISING OUT OF OR IN CONNECTION WITH THE USE OF THIS PRODUCT.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, BUT YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE. SOME STATES DO NOT ALLOW LIMITATIONS ON IMPLIED WARRANTIES OR EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGE, SO THESE RESTRICTIONS MAY NOT APPLY TO YOU.

Making a Warranty Claim – Outside of the United States

This product is distributed outside of the United States, in select regions, by authorized distribution partners. PlayMonster does not handle foreign warranty claims. For warranty service please contact your point of purchase for assistance. PlayMonster products purchased from US retailers and shipped to international locations are not covered under our domestic warranty policy.

BATTERY SAFETY INFORMATION

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

- Adult supervision is recommended when changing batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Batteries may explode or leak if disposed of in a fire.
- Remove batteries from a product if it will not be used for a month or longer.
- Follow applicable laws and local regulations for the disposal and transportation of batteries.

Note: Actual product may vary slightly from images shown.

More helpful hints and FAQ found at mymirari.com.



We want to hear about how much this product helped your family!

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For more info, visit mymirari.com.

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