

vtech[®]

Parent's Guide

**Go!Go!
CORY
CARSON**[®]

Cory Learning Watch[™]



INTRODUCTION

Thank you for purchasing the **Go! Go! Cory Carson® Cory Learning Watch™!** This wearable gadget includes a timer, alarm clock, eight digital watch faces and four games.



INCLUDED IN THIS PACKAGE

- Go! Go! Cory Carson® Cory Learning Watch™
- 1 CR2450 battery (placed inside the product)
- 1 parent's 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 keep this parent's guide 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 conserver ce guide des parents car il comporte des informations importantes.

PRODUCT SPECIFICATION

Battery	One CR2450 battery
Time Format	12h or 24h
Display	Digital
Optimum Operating Temperature	32°F - 104°F (0°C - 40°C)

Important Note

- Do not place the watch under running water.
- Do not submerge. Not suitable for showering, bathing or swimming.
- Keep the cover closed when the watch is not in use.

Note

- Ne pas mettre la montre sous l'eau.
- Ne pas immerger la montre et ne pas l'utiliser sous la douche et dans le bain.
- Garder le clapet fermé lorsque la montre n'est pas utilisée.

WARNING

People with very sensitive skin may notice some irritation after wearing the **Go! Go! Cory Carson® Cory Learning Watch™** for extended periods of time. The skin may become irritated when moisture, sweat, soap, or other irritants get trapped under the wristband and are left in contact with the skin. To prevent this, we suggest children remove the watch before going to bed for the night, take the watch off if it's feeling uncomfortable, and keep their wrist and the band clean and dry.

In addition, wearing the watch too tightly may also cause irritation. Make sure the fit is good - tight enough so the watch stays in place but not so tight that it's uncomfortable. If you notice any redness, swelling, or other irritation, you may want to consult a doctor before wearing the watch again.

GETTING STARTED



WARNING

This product contains a button or coin cell battery. If swallowed, a button or coin cell battery can cause internal chemical burns in as little as two hours and can lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention, and go straight to the nearest hospital emergency department.



ATTENTION

Ce jouet contient une pile bouton ! L'ingestion d'une pile bouton peut causer des brûlures internes pouvant provoquer la mort dans un délai de 2 heures. Jeter les piles usées immédiatement après les avoir retirées du jouet. Garder les piles neuves hors d'atteinte des enfants. Si vous remarquez qu'une pile bouton a été avalée, consultez immédiatement un médecin.

Australia / New Zealand

If you suspect your child has swallowed or placed a button cell / coin battery inside any part of their body, immediately call the 24-hour Poisons Information Centre on 13 11 26 (in Australia) or 24-hour National Poisons Centre on 0800 764 766 (in New Zealand) for fast, expert advice and go straight to the nearest hospital emergency room.

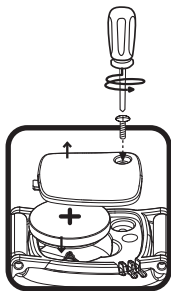
POWER SOURCE

The **Go! Go! Cory Carson® Cory Learning Watch™** operates using a CR2450 battery. The CR2450 battery included with the product is for demo purposes only.

BATTERY REMOVAL AND INSTALLATION

NOTE: For best performance, remove the factory-installed battery from the **Go! Go! Cory Carson® Cory Learning Watch™** and use a new battery.

1. Find the battery cover located on the back of the unit, use a screwdriver to loosen the screw and then open the battery cover.
2. Remove the old battery.
3. Install 1 new CR2450 button battery following the diagram inside the battery cover.
4. Replace the battery cover and tighten the screw to secure.



BATTERY NOTICE

- Use one CR2450 lithium coin battery only for this toy. Do not use a rechargeable lithium ion battery LIR2450. This toy is not compatible with LIR2450.
- The coin battery used with this product should be kept away from small children who might still put things in their mouths. If the coin battery is swallowed, consult a doctor immediately.
- Insert the coin battery with the correct polarity (+ and -).
- Do not use a damaged coin battery.
- Do not short-circuit the coin battery terminals.
- Remove the exhausted coin battery from the toy.
- Remove the coin battery during long periods of non-use.
- Do not dispose of the coin battery in fire.
- Do not charge a non-rechargeable coin battery.

TO BEGIN USING THE GO! GO! CORY CARSON® CORY LEARNING WATCH™

When you use the watch for the first time, open the cover, then press the **Left + Right + Light-Up OK Buttons** for approximately five seconds to unlock the try-me mode. You will hear three beeping sounds when the try-me mode is unlocked. You can then press any button to activate the watch and set the time.

Press the **Left and Right Buttons** to select, then press the **Light-Up OK Button** to confirm and move to the next option. A checkmark will be displayed when the setting is complete.

Note:

- When the battery level is low, most functions on the watch may not be activated, except for the clock display. It is recommended to change to a new battery as soon as possible before further use.
- If the battery level is too low and cannot keep the clock running, you will need to enter the time again after the battery has been replaced.

ACTIVITIES & FEATURES

1. Cover

Open the **Cover** to view the time. When the **Cover** is closed, tap the **Cover** to activate Go! Go! Cory Carson® sounds.

2. Left/Right Buttons

Use the **Left and Right Buttons** to select an activity or option, or to change options in Time Settings or Alarm mode.

3. Light-Up OK Button

Press the **Light-Up OK Button** to confirm a selection and move to the next option in different activities.

4. Clock/Home Button






Press the **Clock/Home Button** to return to the clock from any other function or activity.

5. Clock Display

When the **Clock Button** is pressed, the time will be displayed. Press the **Left** or **Right Buttons** to display the Home menu where other activities can be selected.

6. Home Menu

Press the **Left** or **Right Buttons** to display the Home menu. There are five activities to choose from:

1. Alarm Clock 	2. Stopwatch 	3. Timer 
4. Games 	5. Settings 	

- Press the **Left** or **Right Buttons** to scroll through the menu options.
- Press the **Light-Up OK Button** to select an activity.

6.1 Alarm Clock

You can set an alarm with a choice of alarm tones.

- Press the **Left** or **Right Buttons** to select the time/alarm tone.
- Press the **Light-Up OK Button** to confirm and move to the next setting.
- Press the **Clock Button** to automatically save the current setting.



6.2 Stopwatch

Access the stopwatch here.

- Press the **Light-Up OK Button** to start the Stopwatch, press again to stop.
- When the Stopwatch is stopped, you can press the **Left** or **Right Buttons** to reset.



6.3 Timer

Set a countdown timer here.

- Press the **Left** or **Right Buttons** to change the time.
- Press the **Light-Up OK Button** to confirm.

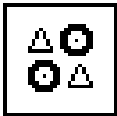


6.4 Games

In the Games menu, press the **Left** or **Right Buttons** to scroll through the different options:

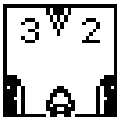
1. Matching Shapes

Find pairs of shapes to help build a block tower so Cory can knock it down. Press the **Left** or **Right Buttons** to select the answer, and press the **Light-Up OK Button** to confirm.



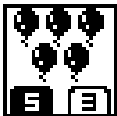
2. Super Numbers

Chrissy is training to be a superhero with the help of Cory and Freddie. To avoid the obstacles press the **Left** or **Right Buttons** and help Chrissy choose the correct path by selecting the smaller or larger number. Press the **Left** or **Right Buttons** to select, and press the **Light-Up OK Button** to confirm.



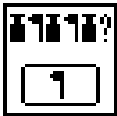
3. Count-o-Rama

Help Chrissy count the balloons before they drift away. Press the **Left** or **Right Buttons** to select the answer.



4. Logic Patterns

Complete the pattern to help Cory get ice cream from Eileen Ice Cream Truck. Press the **Left** or **Right Buttons** to select, and press the **Light-Up OK Button** to confirm.



6.5 Settings

In the Settings menu, press the **Left** or **Right Buttons** to scroll through the various options:

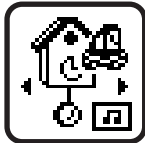
A. Clock Face

- Press the **Left** or **Right Buttons** to select from eight different clock faces.
- Press the **Light-Up OK Button** or **Clock Button** to confirm.



B. Cuckoo Clock

- When the cuckoo clock is activated, the watch will briefly chime at the top of each hour between 7 A.M. and 7 P.M. The cuckoo clock will not ring if a game is in progress.
- Press the **Left** or **Right Buttons** to turn the cuckoo clock On or Off.
- Press the **Light-Up OK Button** or **Clock Button** to confirm.



C. Time Setting

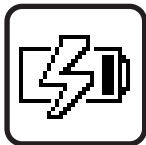
- Press the **Left** or **Right Buttons** to change the options. (The A.M./P.M. setting is only applicable in 12-hour time format)
- Press the **Light-Up OK Button** to confirm.
- Press the **Clock Button** to automatically save the current setting.



Automatic Shut-Off

To preserve battery life, the **Go! Go! Cory Carson® Cory Learning Watch™** will automatically shut off after approximately 30 seconds without input. Press any button or open the cover to turn the unit on again.

The unit will also automatically turn off when the battery power is very low. If you see the Low Battery icon appear on screen, please replace the battery.



Note:

The **Go! Go! Cory Carson® Cory Learning Watch™** will not automatically power off when the Stopwatch is running.

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 battery if the unit will not be 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 unit stops working or malfunctions, please follow these steps:

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

IMPORTANT NOTE

If the problem persists, please call our **Consumer Services Department** at **1-800-521-2010** in the U.S. or **1-877-352-8697** in Canada, or visit our website at **vtechkids.com** and fill 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 that you might have. A service representative will be happy to help you.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information

Trade Name: VTech®
Model: 5377
Product name: Go! Go! Cory Carson® Cory
Learning Watch™
Responsible Party: VTech Electronics North America, LLC
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 UNDESIRED OPERATION.

CANICES-3 (B)/NMB-3(B)

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.

**Visit our website for more
information about our products,
downloads, resources and more.**

www.vtechkids.com

www.vtechkids.ca

Read our complete warranty policy online at
vtechkids.com/warranty
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91-003914-001 