



I Talk and Move!  
over  
**30**  
sounds!

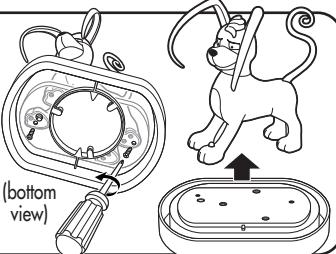


## Voice Activated Gelert™ Instruction Guide

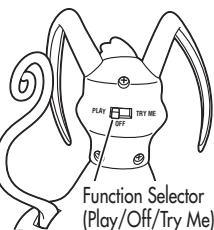
Congratulations! You are now a proud owner of an official Voice Activated NEOPETS™ Neopet! Each Neopet has its own personality and behaves differently with sounds, motions and lights! It knows when you talk to it and even when you pick it up. Playing with your special friend is easy; follow the instructions below and enjoy!

**Preparation (Adult Assistance Required):** Ask an adult to unpack your Gelert as shown (diagram A). Your Voice Activated Neopet comes with two 'N' batteries for in-store demonstrations. Battery life may be impaired. We recommend replacing the batteries before playing (see Battery Instructions). For regular play, set function selector to OFF for five seconds, then switch to PLAY position (diagram B). Note: The Try-Me function is intended for in-store demonstration only with limited functions.

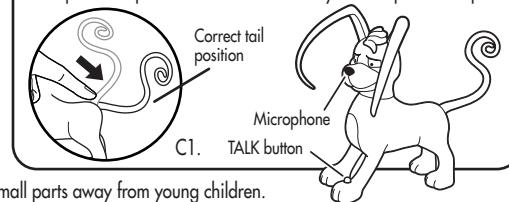
A. Ask an adult to cut the cable tie with scissors and loosen screws under base to detach the Neopet.  
(bottom view)



B. For full function regular use, set function selector to OFF for five seconds, then switch to PLAY.



C. For different range of tail motion after purchase, gently push down on tail until a 'click' sound is heard (C1). Speak to the microphone or press the TALK button and your Neopet will respond.



Discard all screws and packaging attachments before giving the toy to a child. Keep small parts away from young children.

**Play Instructions:** With the function selector set to PLAY, press the TALK button once to activate your Neopet (diagram C). Afterwards, it'll respond every time you: (1) speak to it, (2) press its TALK button, (3) pick it up or place it down. If left idle for a while, the Gelert will try to catch your attention by speaking or making some sounds and/or motions with lights. If there's no sound input or button activation, after a while it'll yawn and go into 'Sleep' mode to save battery life. (You may also turn off the power by setting the function selector to OFF.) To resume playing, press the TALK button (with the selector at PLAY).

**1. Voice Activation:** Place the Neopet in front of you and speak to its hidden microphone (diagram C) at a close distance. It'll respond to your voice with sounds, motions and lights. Change your tone of voice and you'll change the Neopet's mood (see The 3 Moods Of Your Neopet). To continue, wait until your Gelert has finished talking or moving before speaking to it again, otherwise it may not respond to your voice. Note: After playing for a while, your Gelert will take a rest and go into Sleep mode. Press the TALK button to wake up your Neopet.

**2. TALK Button:** Press the TALK button (diagram C) and your Gelert's cheeks light up while it turns its head and talks with a moving mouth and wagging tail. When using the TALK button, your Neopet's response will stay at its current mood. For example, it'll respond happily if it's in a happy mood. To switch to voice activation at any time, just start talking to your Neopet after it has finished talking or moving (while still activated).

**3. Picking Up/Placing Down Your Neopet:** With the help of a sensor on the bottom (diagram D), your Gelert knows when you pick it up or place it down. Every time you pick it up, it makes a happy sound as its happiness level rises! Place it down and it'll give you another response. Note: If you pick up the Neopet and place it down (or vice versa) too quickly, it'll ignore the lifting or landing action.



Sensor  
D. (Bottom View)

**The 3 Moods Of Your Neopet:** The very first time the function selector is set to PLAY, your Gelert will start in the Normal mood. After playing for a while and depending on your tone of voice, its mood may change. Understand your Neopet's mood by observing the lights on its cheeks.



**Normal** Speak to your Gelert in a normal tone (not harsh or loud) and it'll turn its head, talk with a moving mouth and wagging tail. You know it's in a normal mood when its cheeks light up and *flash*. Tip: Try not to talk for too long as your Neopet may get tired and its mood may change.



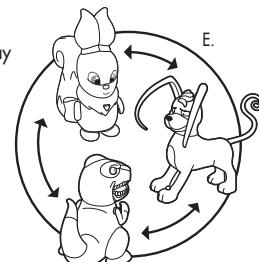
**Happy** Speak softly to your Gelert and it'll be pleased. It'll turn its head and bark excitedly. When it's happy, the lights on its cheeks *blink* alternately. Continue to use a soft tone a few times and your Gelert will stay in the happy mood. Tip: The more you use a soft tone or pick up your Gelert to play, the happier your Neopet will be.



**Not-So-Happy** Raise your voice and you'll upset your Neopet. It responds unhappily and its cheeks *glow* as it complains. If you speak loudly three consecutive times, your Gelert will remain in this mood until you pick it up or talk to it in a normal/soft tone. Tip: You may need to speak softly to your friend a few times before it returns to a happy mood again.

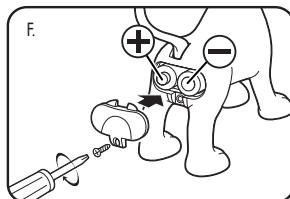
**Hint:**  
Set function selector to OFF to reset your Neopet's mood back to Normal.

**Playing With Two Or More Voice Activated Neopets:** (Each sold separately) It's fun! First, make sure all the Neopets are ready to play by setting their function selectors to PLAY and pressing their TALK buttons once to activate them. Then, group them close together (diagram E). When they've stopped talking or moving, wait another second and press any Neopet's TALK button. They will start talking and responding to each other's voices! You can join in too by speaking to the group when the others have stopped talking or moving. Note: The Neopets will continue responding to each other until they're tired and go into sleep mode. You may end it before then by switching their function selectors to OFF to save battery life.



**Battery Instructions:** Ask an adult to help open the battery cover with a Phillips screwdriver (diagram F) and replace with two new alkaline 'N' batteries (not included) as shown. Do NOT use rechargeable batteries.

**CAUTION: To Avoid Battery Leakage** - Be sure to insert batteries correctly and follow the toy and battery manufacturers' instructions. Never mix old batteries with new batteries, or mix Carbon-Zinc, alkaline or Nickel-Cadmium batteries. Always remove exhausted or dead batteries from the product. Dispose of batteries safely. Batteries inside this product may explode or leak when in contact with fire.



### Helpful Hints:

1. Set function selector to the PLAY position for full function regular play after purchase (diagram B).
2. For best results, place your Neopet in front of and close to you and speak to the hidden microphone (diagram C).
3. Always wait until your Neopet has finished its responses (sounds/lights/actions) before speaking to it again.
4. When the voice/sound starts to distort or slow down, or when the lights start to dim, replace all batteries with new 'N' batteries.
5. Remove batteries and set the function selector to OFF position before storing your Neopet away for a long period of time.
6. Do NOT throw your Neopet against or drop it on any hard surfaces.
7. Do NOT immerse it in water or play with it in a wet environment.
8. Do NOT bend or tear the Gelert's ears or tail as that may deform or damage the toy.
9. If your Neopet's tail becomes detached, simply snap it back on the body and set it to the correct position (diagram C1).
10. If you drop your Neopet and it does not respond, try replacing all batteries.

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No.13500. Ages 4 And Up.

Patents Pending. Thinkway Toys.

Retain this instruction guide for future reference.

Actual product may vary. Printed in China.



Questions or Comments? Call us anytime:  
**THINKWAY Consumer Services**  
**1-800-535-5754**  
[thinkwaytoys.com](http://thinkwaytoys.com)

### NINETY DAYS LIMITED WARRANTY

THINKWAY warrants to the original consumer purchaser that this toy product will be free from defects in material or workmanship under normal use for a period of ninety (90) days from the date of the original retail purchase. This warranty does not cover damage resulting from accidents or any external cause, misuse or abuse. Valid only in North America. This product meets or exceeds the safety requirements of F963.96a.