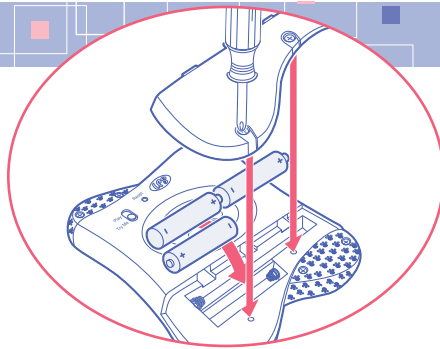


TO REPLACE BATTERY

Use a Phillips/cross head screwdriver (not included) to loosen screws in battery compartment door (screws remain attached to door). Remove door and remove old batteries. Insert 3 x 1.5V "AAA" or LR03 size alkaline batteries. Replace door and tighten screws.



! CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturers' instructions;
3. Do not mix old batteries and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

! CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Press the RESET Button if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

FCC STATEMENT

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. 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.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

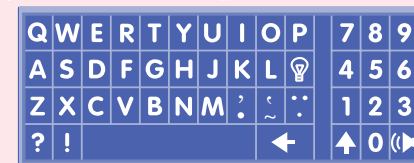
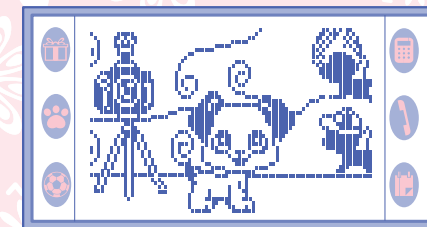
AGES 6+
63781|63835 Asst.

Littlest Pet Shop

digital planner

Thank you for purchasing this LITTLEST PET SHOP® toy! For maximum play value, please read and follow instructions carefully.

Includes Digital Planner, stylus pen and pet.



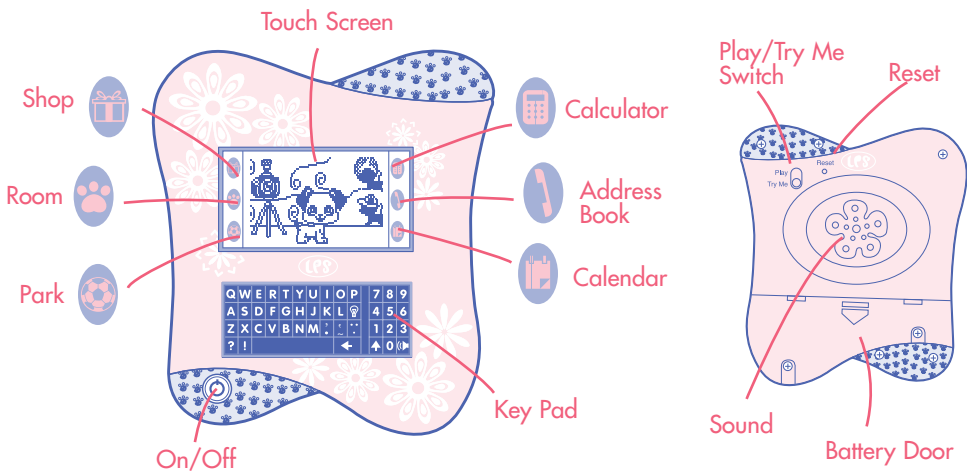
x3 BATTERIES INCLUDED

Replace with 3 x 1.5V "AAA" or LR03 size alkaline batteries. Phillips/cross head screwdriver (not included) needed to replace batteries.

Visit



Littlestpetshop.com



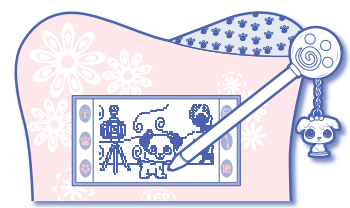
PLAY MODE

Your toy comes packaged in "TRY ME" mode. To switch it to "PLAY" mode, flip the switch on the back.

After 2 minutes of non-activation, the toy will shut off. To turn back ON, press and hold the "ON/OFF" button.

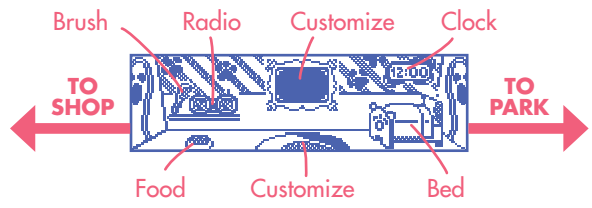
STYLUS PEN

Use the stylus to make icon selections on the touch screen, activate items and move your pet around. To move your pet, place your stylus next to your pet's shoulder and hold as shown in the image. To change your pet's direction, place your stylus right behind your pet.



ROOM

Your pet needs your care! Select the different icons to nurture your pet and customize the room.



Pet Status

While in the room, touch your pet's head for its happiness status. You can keep your pet very happy by spending lots of time together in the shop, room and park.

When a thought bubble appears above your pet's head, your pet is telling you what it needs to be happy.

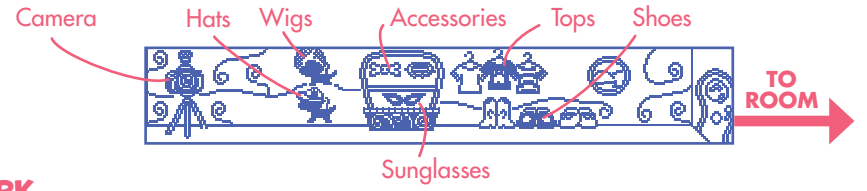
A floating icon will appear when you've done something to improve your pet's happiness status.

- Reflects how active you are in the shop.
- Reflects how much you nurture your pet in the room.
- Reflects the number of games you play.



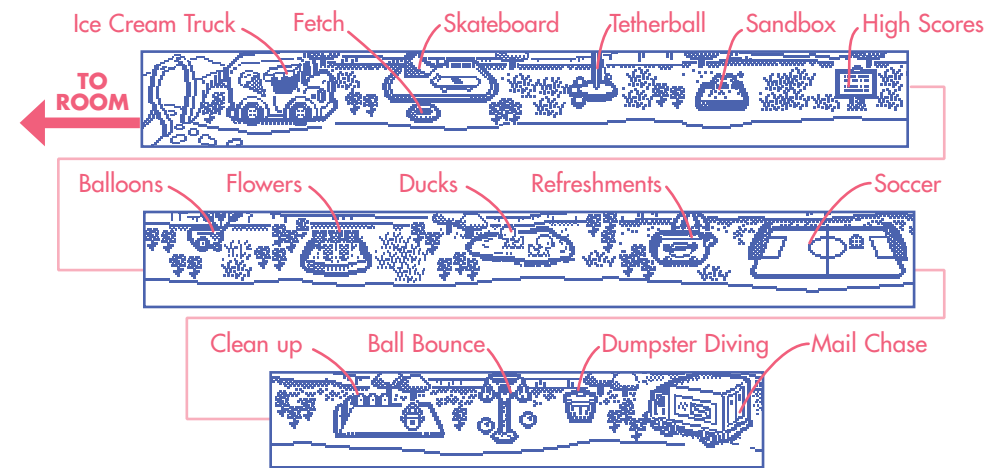
SHOP/PHOTO SHOOT

Your pet loves to dress in different outfits! In the shop, pick out accessories for your pet -- then take your pet to the "photo shoot." Pick out a background, snap your pet's picture and save it. Your photo can be displayed in your pet's room. Save up to 4 pictures!



PARK

Your pet loves playing games! There are 14 games to choose from and each one lasts 60 seconds. Try to get the highest score in each game!



Touch the sign in the park to see your high scores. Keep playing and try to beat your score!

Additional Features

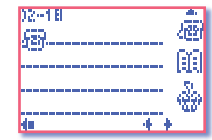
KEYPAD

Use the keys to type notes. Press the "SPEAKER" button to turn sound "ON" or "OFF". To use special characters, press the button and corresponding key.



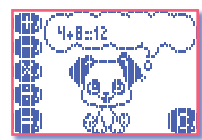
ADDRESS BOOK

Use the keypad to store names, phone numbers and special dates.



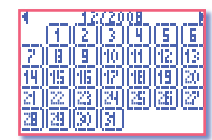
CALCULATOR

Use the calculator to add, subtract, multiply and divide.



CALENDAR

Use the keypad to type notes of up to 30 characters and display a fun icon on any date. The calendar spans until December 31, 2010. Use the arrows to select a month.



TROUBLESHOOTING

If your toy does not respond, press the "reset" button and/or replace the batteries.

Littlest Pet Shop

LPS DIGITAL PLANNER GAME INSTRUCTIONS



ICE CREAM TRUCK: Lick the Ice Cream before it drips on the ground! Keep touching the ice cream to lick it. The less ice cream on the ground, the more points you get.



FETCH: Jump up to catch the objects! Put your stylus on the dog and move him up to jump to the object. The more objects you catch, the more points you get.



SKATEBOARD: Move over the bones to get points! Move your dog around with the stylus. Wiggle him around to do tricks. The more bones you move over, the more points you get.



TETHERBALL: Push the ball past the monkey! Tap the ball when it comes to you to catch it. Push the ball to throw it. Keep pushing it to try and get it past the Monkey. Each time you get the ball past the monkey you get points.



SANDBOX: Dig around the sandbox and find hidden surprises! Tap at a spot to make the dog go there. Tap again on the dog to make it dig. Get points for finding treasures in the sand.



HIGH SCORES: Check out the High Score screen to see what your high score is in each game!



BALLOONS: Don't let the pets float off the screen! Tap the balloons to pop them before they float off the screen. Get points for each balloon you pop.



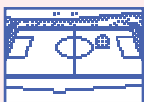
FLOWERS: Water the flowers and watch them grow! Catch water in the watering can, move it over to a Sunflower to water it. The bigger the Sunflowers, the more points you get.



DUCKS: Toss the bread to the ducks, but watch out for the fish! Touch the bread and then move your stylus up to toss it. The more bread you get to the ducks, the more points you get.



REFRESHMENTS: Run a refreshment stand! Watch what a pet orders and then put it on their plate. Click the arrows to see all the food you have. Use your stylus to drag the requested food to the plate. Get points for every correct order you fill.



SOCCER: Shoot and score! Put your stylus on the soccer ball and push it in a direction to try and score. Get points each time the ball goes past the dog.



CLEAN UP: Keep the dog area clean! Use the stylus to drag either the towel or the shovel over to the dog's mess and it will clean up automatically. Then drag the towel or the shovel (with the mess) into the trash. The more you clean, the more points you get.



BALL BOUNCE: Keep the ball in the air! Keep the ball in the air by moving your dog under it when it starts to fall. Start by placing the ball on your dog's head. The dog will bounce the ball off his head and into the ball catcher. Then, it will fall back down out of a random hole. The more times you bounce the ball back up, the more points you get.



DUMPSTER DIVING: Find the bones! Quickly move the trash out of the trash bin with your stylus and find the bones. Watch out for the mice. They might steal the bone before you get it-tap the mouse to stop it. Get points for each bone you find.



MAIL CHASE: Catch the mail! Using your stylus, drag your dog up to catch the mail falling out of the mail truck. The more mail you catch, the more points you get.