

On-the-Go Organizer™
OPERATION INSTRUCTIONS

261308



INTRODUCTION

This organizer is very easy to use and has many versatile features. It has a password protection and a phone book which can store up to 100 telephone numbers, a standard 12/24 hours mode with a 50 year calendar & daily alarm. It also has a world time clock for 100 cities, a currency converter and an odometer that tells you how far you have walked.

The On-The-Go Organizer also has a built-in fortune teller, and also comes with 2 fun games. These games can be great fun for you and your friends!

Always keep a written copy of all your important data. Phone records will stay safely stored in the memory as long as the batteries keep their power. Please note that if the batteries die, or if the unit has been reset, all the information will be lost.

It is always a good idea to keep a written copy of all of your phone records.

To prevent loss of phone data and memory while replacing the batteries, follow this procedure: Turn off the organizer by pressing and holding the MODE button for 2 seconds. Replace batteries within 30 seconds, and all your data will stay stored.

If this product is subject to strong, extraneous electrical noises, such as shocks or electrostatic discharge during use, the unit may not function properly. If this happens, press the RESET button or replace batteries.

Please note that the built in Odometer in this organizer is an estimate only. It cannot be used for accurate measurement of distance!!!

Note: Due to varying conditions, the distance reported by the Built-In Odometer (Pedometer) may not always be entirely accurate and is intended for estimation purposes only.

AUTO-POWER OFF

This organizer will turn itself off if no keys are pressed for 2 minutes.

BATTERY LOW DETECT

When the battery level is low, this organizer will beep and display a "battery low" icon. Replace old batteries with new ones immediately to avoid losing your phone records.

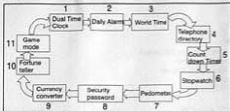
LCD DISPLAY DIAGRAM



- Telephone directory
- Pedometer/Stopwatch
- Dual time clock
- Memory indicator
- Daily alarm enable
- Currency converter
- Game mode
- Prompt for data entry
- Battery low
- Eraser icon

FEATURES

The Bratz On-The-Go organizer has a total of 11 built-in functions. The Dual Time-Clock mode is always displayed when the unit is first turned on. Below is a flow-chart showing each mode that is displayed. Pressing the MODE button will scroll through the functions.

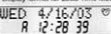


Flowchart 1

DUAL TIME CLOCK

In Dual time clock mode, you have the option to view the local time or a secondary time that you prefer.

Display format for Local Time Mode: Display format for Secondary Time:



"DU" at the display signifies the secondary time:

To set local time & date:

- Select the Dual Time Clock mode seen in the features chart.
 - Press SET to set the clock.
 - The input sequence is: 12/24 hour format - hour - minute - month - day - year
 - The digit that is being set will be flashing.
 - Press UP or Down to switch between 12-hour and 24-hour time format.
 - Press ENTER to confirm and advance to the next field.
 - Use the UP & Down buttons to select the right value for each field and press enter to confirm. Note that Fast Forward and reverse is available if you hold the buttons down.
 - The entry process ends after the seconds are entered.
- Note: The clock is defaulted at PM 12:00, 1-1-03, Wednesday after battery installed.

To set the Secondary Time:

- In Dual Time Clock Mode, press UP or DOWN to select secondary time screen.
- Press SET to enter the secondary time setting.
- The input sequence is: sign - hour difference - minute difference.
- Input the correct time difference by using UP or Down to adjust the value.
- Press ENTER to confirm each value.
- The digits that are being set will be flashing.
- After pressing ENTER to confirm "minute difference", the secondary time will be calculated and shown. For example, when local time is AM 10:45, 12/24/03 and the time difference is +01:30, the secondary time will be:

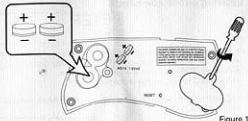


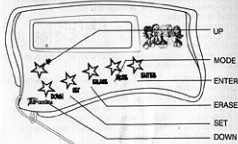
Figure 1

Refer to Figure 1.

- Unscrew the battery door to remove it.
- Insert 1.5V size button cell batteries with positive (+) and negative (-) ends in the proper direction as indicated in the battery compartment.

BATTERY PRECAUTION

- Do not charge Non-rechargeable batteries.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same recommended equivalency are to be used.
- Batteries are to be inserted with the correct polarity (+, -).
- Worn out batteries should be removed from the toy.
- The supply terminals should not be short circuited.
- Do not dispose batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.



- **MODE** Press MODE to turn on the organizer when it is off, or hold it in and press it for 3 seconds to switch it off. Use the MODE button to scroll through the functions.
- **ENTER** Press ENTER to confirm selections. Use this button to Start/Stop the timer, stopwatch and alarm.
- **ERASE** Use this as a "backspace". Press it twice to delete a phone record or password.
- **UP** Press to Scroll through alphabet while setting. Use this to toggle between local time and secondary time while in DUAL TIME CLOCK mode.
- **DOWN** Press to Scroll down through alphabet. Use this to toggle between local time and secondary time in DUAL TIME CLOCK.
- **SET** Press SET to enter setting mode or to confirm what you have entered.
- **RESET** Clear all the data in memory

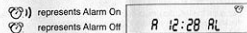
DU 12/24/03 ☺
P 12:15:39

In setting mode, presses SET again to reset the time difference to zero, i.e. +00:00. You may start setting again using the +/- sign.

DAILY ALARM

- The Daily Alarm rings every day as long as it is set and enabled.
- Default alarm time is AM 12:00 or 00:00 h.

Display format for Daily Alarm:



To enable alarm:

- Select DAILY ALARM mode.
- Press ENTER to enable/disable daily alarm.

To Set alarm:

- Select the DAILY ALARM mode.
- Press SET to start alarm setting.
- The input sequence is: Hour - Minute, the digit that is being set will flash.
- Press UP or DOWN to adjust the hour and minute values.
- Press ENTER to confirm each value.
- Press ERASE to edit the previously set value.
- Press SET to confirm alarm time setting
- Press MODE to exit to DUAL TIME CLOCK mode

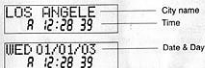
To stop the alarm:

- When the alarm goes off, it will beep for 1 minute. Pressing any key will turn the alarm off.

WORLD TIME CLOCK

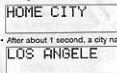
The Bratz On-The-Go Organizer can show the time of 100 major cities from around the world.

Display format for World Time Clock (City is Los Angeles):



To set the home city (i.e. city time → local time):

- In WORLD TIME mode, press SET button once, home city setting mode will be shown as follows:



- After about 1 second, a city name will be shown, e.g. Los Angeles.

- Press UP or DOWN to select the city that you want to become the home time city.
- Press SET again to confirm. The home city time is the same as local time. World Time Clock mode is returned.

Finding the time for city of your choice:

- Select your home city while still in WORLD TIME mode.
- Press Up or DOWN to select the appropriate city.
- The corresponding date & time will be shown with city name displayed.
- Press ENTER will on/off Daylight Saving Time.

PHONE BOOK

Each phone book entry can have at maximum 30 characters for the name and 20 digits for telephone number.

PHONE BOOK mode:

A Telephone Directory icon will appear and the first name in phone book is shown.

The dot matrix will display a person's name while the digits represent the phone number.

- If the name field is longer than 10 characters, the rest of name will be scrolled out.
- If the number field is longer than 12 digits, the rest of telephone digits will start to scroll after the whole name is scrolled out.
- Press UP or DOWN to scroll through telephone records.
- Press and hold ERASE key for 2 seconds to delete record.
- Press SET to input new record.

To enter new record

While in the PHONE BOOK Mode, you can enter a new name by simply pressing the SET button.

You will be asked to enter the name in the first row.

- Press SET to enter a new name and number. The indicator "•" will be turned on with a flashing cursor underneath to show the entered position.
- Press UP or DOWN to select the appropriate character. The alphanumeric order is: A, B, C, O, Z, space, -, 1, 2, 3, 0, 9, 0.
- Press ENTER to move cursor to next space.
- Press ERASE if you want to erase a letter.
- Press and hold ERASE to clear all letters and to start from the beginning again.
- Press SET to confirm the name entered and then proceed to enter phone number.
- If you wish to search for a name in your phone book, press the MODE button instead of the SET button.
- If you want to input new files, it is always good to erase unneeded files first.

PETER
416-7138009

PE

PHONE BOOK con't

Entering phone numbers:

PETER
41

- A flashing cursor will blink to show the position you are entering.
- Press UP or DOWN to scroll for the appropriate digits.
- Press ENTER to confirm the selected number.
- Press SET to confirm the entire record entry.

In case memory is full, the following screen will be shown and flash for 3 seconds.

MEM FULL

Search for files:

- While entering a new record to your phone book, pressing the MODE button will start the search according to the name you have entered.
- The record that matches the entered name will be shown.
- Press UP or DOWN to scan through the telephone records.
- Pressing and holding UP or DOWN will scroll through your phone book automatically.

If there are no files, "NO RECORD" will be displayed in the first row the Telephone Directory mode.

NO RECORD

Erasing files:

- Search the file that you want to delete by pressing UP or Down.
- Press ERASE and the "ERASER" symbol will flash.
- Press ERASE again to delete the displayed file and the next name will be shown.

PEDOMETER con't

- The Step counter will start when you select Mode 1 (An icon of a man running will be blinking)
- Press the Enter key once to stop, and press it again to clear the counter.
- The step count stops whenever you exit from Mode 1 in pedometer.

Using Mode 2:

The standard time limit is set at 1 hour.

To SET Time limit

- Select Mode 2 by pressing ENTER. Press SET to edit the time limit setting. You will be asked to edit the "seconds" first, then the "minutes", then the hour.
- Press UP or DOWN to select the desired numbers.
- Press ENTER to confirm each number.
- Press SET or ENTER to confirm. This will end the time setting mode.
- Press ENTER again to start or stop the step timer and counting.
- When the timer starts counting down, the timer counting also starts.
- When timer counts down to zero, the steps counting will also stop and a beep tone will be heard for 1 minute to indicate timer has finished.

STEPS 0
1:00 00

CURRENCY CONVERTER

This is the display of the Currency Converter:

USD
0000

There are 6 preset currency names in the converter.

| | | | |
|-----|-----------------------|-----|-----------------|
| USD | United States Dollars | EUR | Euro |
| GBP | British Pounds | CAD | Canadian Dollar |
| AUD | Australian Dollar | JPY | Japanese Yen |
| RMB | Reminbi | OTH | Others |

Pressing UP or Down will display the equivalent amount of the currencies.

Using the currency converter:

- Press SET to enter an amount to the displaying currency. The blinking "•" symbols will prompt the user to the desired values.
- The dollar amount is entered first. Press SET after you have entered the dollar amount to enter the desired cents.

- Press UP or DOWN to adjust the amount entered.

- Press ENTER to confirm the dollar setting and then proceed to enter the cents. There is a maximum of 4 digits for the cents.
- Press SET again while entering the cents to confirm entire settings.
- When finished, press UP or DOWN to display equivalent value of the other currencies.

To set a different currency rate:

- Press and hold the SET key for 2 seconds to input a new currency rate. See Fig. 3.
- Two currencies have to be selected. The first currency will be the one that is on the left. You must select the second currency, which is the blinking one by pressing the UP and DOWN key.
- Select the currency rate that you would like to convert and then press ENTER to confirm.
- You will be prompt to input value for the new rate. The entering method will be the same as the entered currency amount.
- After setting the currency rate, the currency amount that was displayed will return.

USD
480000

USD <-> EUR
1 09823

FORTUNE TELLER

- The Fortune-teller has 2 options: Mode 1 is for you, and Mode 2 is for your friends.
- After entering into the fortune-teller mode, "FORTUNE-TELLER" will be displayed in the first row. Personal Mode or Friend Mode will be displayed in the second row.

FORTUNE TELLER
PERSONAL

Setting for Fortune Teller:

- Press UP or DOWN to select Personal Mode or Friend Mode.
- Press SET to enter to setting process.
- Fill out the simple personal profile accordingly:
 - o Date
 - o Sex: M/F
 - o Age
 - o Favorite color (7-rainbow colors)
- Press UP or DOWN to make selection and press ENTER to confirm.

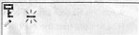
FORTUNE TELLER
FRIEND

SECURITY PASSWORD

- The security password is used to keep you telephone records secret.
- If a security password is enabled, the PHONE BOOK can only be read by entering correct password first.
- The password that you have set will take effect once the unit turns itself off. You must enter the correct password every time the unit is turned back on.
- The security password can be a combination of 1 to 8 digits.
- Once the correct password has been entered, the old password will be cleared and the security password protection will be cleared.

Setting a password:

- Press the MODE button until you get to a screen that says "ENTER NEW PASSWORD".
- If security password has been set before, user can input the old password to clear security protection.
- Press SET key to start password setting.



- Press UP or DOWN to scroll for the desired digit and number.
- Press ENTER to confirm the selection.
- Press ERASE if you wish to delete.
- Press SET key to confirm password setting and press SET or MODE Key again to exit. It is important to write down your password in case you forget it.

COUNTDOWN TIMER

- The maximum duration for the Countdown timer is 24 : 59 : 59. (approx 25 hours). The timer rings when the count down time is up.
- At the entry of the countdown timer mode, the last countdown timer duration will be displayed.
- If there is no previous setting for countdown timer, "00:00:00" will be displayed instead.



- Press the SET Key to end the set up process.
- Once you finish entering all the info, the lucky index "" will be shown. The more the "" shown, the luckier you will be!

For Personal mode:

- In this mode the maximum number of lucky index "" is 10.
- The profile of fortune setting will be memorized.

For Friend mode:

- In this mode the maximum number of lucky stars "" is 5.

GAMES

There are 2 games in Game Mode. In game mode, the 'Game Mode' icon will be shown.

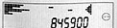
- Press UP or DOWN to select 'Game 1' or 'Game 2', and press ENTER to confirm.
- Press ENTER to start game

Game 1 - Mapping Pattern



- The top row will have the game play.
- The bottom row will show your total score.
- Random patterns (total of 5 patterns) will start scrolling from the left side of the top row.
- On the right, there is a control pattern.
- The idea of the game is to select the correct graphics from the control pattern to match these random patterns coming from the left by pressing UP and Down keys. Then press ENTER key to shoot.
- If the random patterns reach the right place of the screen, the game will be over. Patterns move faster as game score increases.

Game 2 - Shooting



- The dots in top row will start to grow and expand.
- The object of the game is to shoot all the growing dots with the arrow on the right so that they do not reach the other side of the screen.
- Use "UP" and "DOWN" keys to aim the arrow and press ENTER to shoot.
- In order to stay in the game, you must eliminate as many of the growing dots as possible so that the dots do not reach the other side. If the growing dots reach across to the right side. The game will be over.

To set the Countdown Timer:

- Press SET to start setting. The "Seconds" digit will begin to blink first.
- You will be asked to enter "Seconds" first, then "Minutes", then the "Hour".
- Press ERASE to clear the digits to zero.
- Press UP or DOWN to increase or decrease the selected value.
- Press ENTER to confirm.
- Press the SET key again or press the ENTER to confirm the "hour". This will end this setting mode.

Using the Countdown Timer:

- Set the timer to your desired duration as mentioned above.
- Press ENTER to start the count down time.
- When the countdown timer times is up, it rings and the "Timer" symbol will flash as indication.
- Press UP or Down key to stop the sound, or the ringing will last for 1 minute.
- After the timer stops, press ENTER to restart the timer. The counter will stop if you exit from the Counter Timer mode.

STOPWATCH

Press the MODE button until "STW" is displayed on the screen as follow:



Using the Stopwatch:

- Press ENTER to start or stop stopwatch.
- Press SET to display lap time, press SET again to return to the normal count.
- If the stopwatch is stopped, press ENTER to restart counting.
- Press ERASE to reset when the stopwatch stopped.
- The stopwatch will stop if you exit from stopwatch mode.

PEDOMETER (Step Counter)

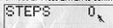
Note: Due to varying conditions, the distance reported by the Built-In Odometer (Pedometer) may not always be entirely accurate and is intended for estimation purposes only.

Pedometer is divided into two modes. Mode 1 is for step counting and Mode 2 is for step counting within a certain period of time.

- Press UP or DOWN to select Mode 1 and Mode 2. Press ENTER to confirm.

Using Mode 1:

On the right is the display format of Mode 1 Pedometer.



TROUBLE SHOOTING

- If the LCD get dims or battery low was reported, replace battery.
- If the organizer cannot power on upon replacing batteries, make sure batteries are new and of correct type.
- If the organizer still does not work after step 2, Press reset. The phone record will be lost however.

Please keep this manual. It contains important information.

Under the environment with electrostatics discharge, the sample may malfunction and require user to reset the sample and lose memory

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