
Talking Pin Say- It-Play-It #9157

User's Guide

For Technical Support:

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Great directional exercise and communicator!

By pushing the happy pin like a joystick, four separate messages can be played. You record and re-record the messages by pushing a hidden switch. Playing time is 20 seconds. Four switch output jacks and cords are provided which can simultaneously activate four separate devices. Please Note: Pin style may vary. Size: 8¼"W x 10"H x 7½"D. Requires 4 AA Batteries.

Operating Instructions:

1. Carefully turn the unit over to reveal the battery compartment. Using a small Phillips-head screwdriver, remove the cover and install four "AA" batteries, (Not included) into the holder being careful to observe proper polarity. Use alkaline batteries only (e.g. Duracell or Energizer brand). Do not use rechargeable batteries or any other type of batteries because they supply lower voltage and the unit will not perform properly. Never mix old and new batteries together or different brands or types together. Replace cover and screw.
2. The On/Off/Volume control knob, microphone and push-button **RECORD** switch are located on the bottom panel of the unit. To record, depress and hold the **RECORD** button, then move the Talking Pin in one of four directions using a clock face as an example (12 o'clock, 3 o'clock, 6 o'clock and 9 o'clock), and speak into the microphone. Release both record button and Talking Pin once the recording is over. A message can be recorded for each of the four directions following the previous steps. Playback your message by moving the Talking Pin in the same direction you recorded it on.
3. The unit will retain recorded information indefinitely, even if the battery is disconnected. Previously stored information will be erased only when new recording is performed.
4. Playback volume can be adjusted using the control provided on the bottom panel of the unit.
5. You can attach up to four separate toys/devices with the included cords, via the four jacks on the right side (when looking from the back) of the unit. When the Talking Pin is pushed in one of the four directions the message plays and toy or device is activated simultaneously.

Important Notes:

1. The memory of this unit is capable of holding up to 20 seconds of speech information. If the message length exceeds available memory amount (5 seconds per message), your message will bleed over to one of the other three message areas.
2. The unit will shut off automatically after playback to preserve battery life. However, it still drains a very small current in this "sleep" mode. Therefore, when finished using turn the unit off. Doing this can somewhat extend overall battery life.

Troubleshooting:

1. If the unit fails to operate, or operates incorrectly, the following steps should be performed.
 - Disconnect the power by removing one of the batteries for 20 seconds to reset the unit. If the unit still does not work after the battery is reconnected, replace all the batteries.
 - Make sure there are no obstacles between the plate and the housing of the unit.
 - When connecting a toy/device make sure there are no gaps between any of the connections. All should be flush with no gaps.
 - Try your toy/device with a different switch to rule out the Talking Pin as the source of the problem.

Care of the Unit:

The Talking Pin Switch can be wiped clean with any mild household multi-purpose, non-abrasive cleaner and disinfectant. We recommend Simple Green, which is a non toxic biodegradable all-purpose cleaner.

Do not use abrasive cleaners, as they will scratch the surface of the unit.
Do not submerge the unit, as it will damage the electrical components.