

MinnieTalks Manual

Congratulation to your purchase of *MinnieTalks*, a high quality sound 6 language talking watch. *MinnieTalks* can announce the time and the weekday in a digital or in an analogue version (Except for German).

Languages: German, Spanish, English, Italian, French and Dutch.

How to start:

Power on/Power off talking function:

Press and **hold** The **Talking Key** for 3 seconds and until 2 short signals announce that *MinnieTalks* is in its power on mode. To turn *DianaTalks* back into the sleeping mode, press and keep holding the **Talking key** for 5 seconds and until a short signal confirms it is turned into the sleeping mode. The sleeping mode function is only used for long time storage of *MinnieTalks*, all to save the battery consumption.

How to set language and weekday:

(A sharp tool like a pen or similar is needed)

1. Language: Press and **hold** the **Day setting** key for 5 seconds and *MinnieTalks* starts announcing in English. Select between the 6 languages step by step with the **Day setting** key. Lock your selected language by pressing the **Talking key**.
2. Weekday: Press and **release** the **Day setting** key step by step, to set correct weekday. Lock your selected weekday by pressing the **Talking key**.

How to set hour and minute:

1. Press the **Hour setting** key step by step to set correct hour.
 2. Press the **Minute setting** key step by step to set correct minute.
- For quicker movement of hour and minute setting, simply press and **hold** any of those keys.

Digital time reporting = "Thursday 14.10 "

Analogue time reporting = "10 minutes past 2, thursday afternoon"

How to switch between the two versions of time announcement:

In all languages, except for German, you can choose *MinnieTalks* to announce the time either in an analogue or in a digital version. To switch between the two versions and which is there in each 24 hour cycle, simply pass 00.00 when setting the HOUR, and *MinnieTalks* automatically switches between analogue or digital time announcement.

