Fisher-Price®

ROCKET™ THE WONDER DOG

COMMAND MANUAL

Model Numbers: 77806, 77807, 77808

Out of this World

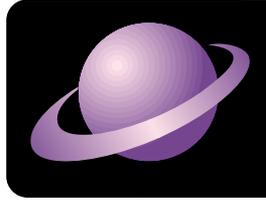## TABLE OF CONTENTS

JUST CAN'T WAIT???

Follow these simple instructions to try out Rocket™ The Wonder Dog!

1. Install **alkaline** batteries in the P.P.T. and the dog. Refer to pages 18-19.

2. Fit the remote headset on your child's head.

3. Open the large cover on the P.P.T.

4. Slide the dog's Power Switch (on his belly) to the ON ● position.

5. When the glowing L.E.D. on the dog's head lights, press a Command Button on the P.P.T.

6. Then, have your child speak the command and watch Rocket™ go into action!

*To learn how to **properly** use Rocket™ The Wonder Dog, please read through this **entire** manual carefully.*

Way, way out in the Milky-Bone Galaxy, beyond the Canine Comets and the famous Dog Star and even Pluto, there's a world of friendly creatures known as the Planet Rrruff. Here, everyone romps and runs, sits up and begs, curls up and sleeps, and of course, wags their tails. They do a lot of licking. But mostly they like to play. Every-one's favorite friend was Rocket™.

Each day, other Rrruffians would come over and beg him to play. Rocket™ would roll his eyes patiently, scratch a little, shake and wag his tail. Then he would trot along to join his friends in a game of Tag or Rrred Rrrover or Who's Got the Biscuit? But Rocket™ thought there must be more to life. When night came, he would gaze out at the stars and wonder. "I wonder what else is out there?" "I wonder why stars sparkle?" "I wonder what it's like to have someone love you?" Then Rocket™ would walk around in a circle three times, lie down and sleep soundly until morning.

One day, just as the sun came up, Rocket™ perked up his ears and sniffed all around. Something was different. Strange. New and wonderful. Rocket™ followed his nose to see where it would lead. His nose led him uphill and down, over the Slow Rrriver, through the Rrredwood Forest and right to the edge of the Rrred Sea. Sitting there, sparkling in the sun, was the strangest contraption Rocket™ had ever seen!
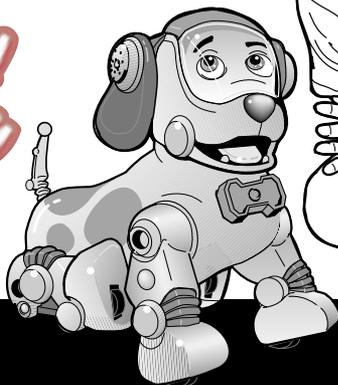
"Bow-WOW!" Rocket™ barked in wonder as he bounded through the opening of the shiny machine. "It looks like a dog house made of silvery stars! And look at all the neat buttons." Being the wondering dog he was, Rocket™ started pushing those buttons with his left paw. He was so curious about the flashing lights and whirring sounds, he didn't even notice the door sliding closed behind him. But he did notice when the contraption started to move.
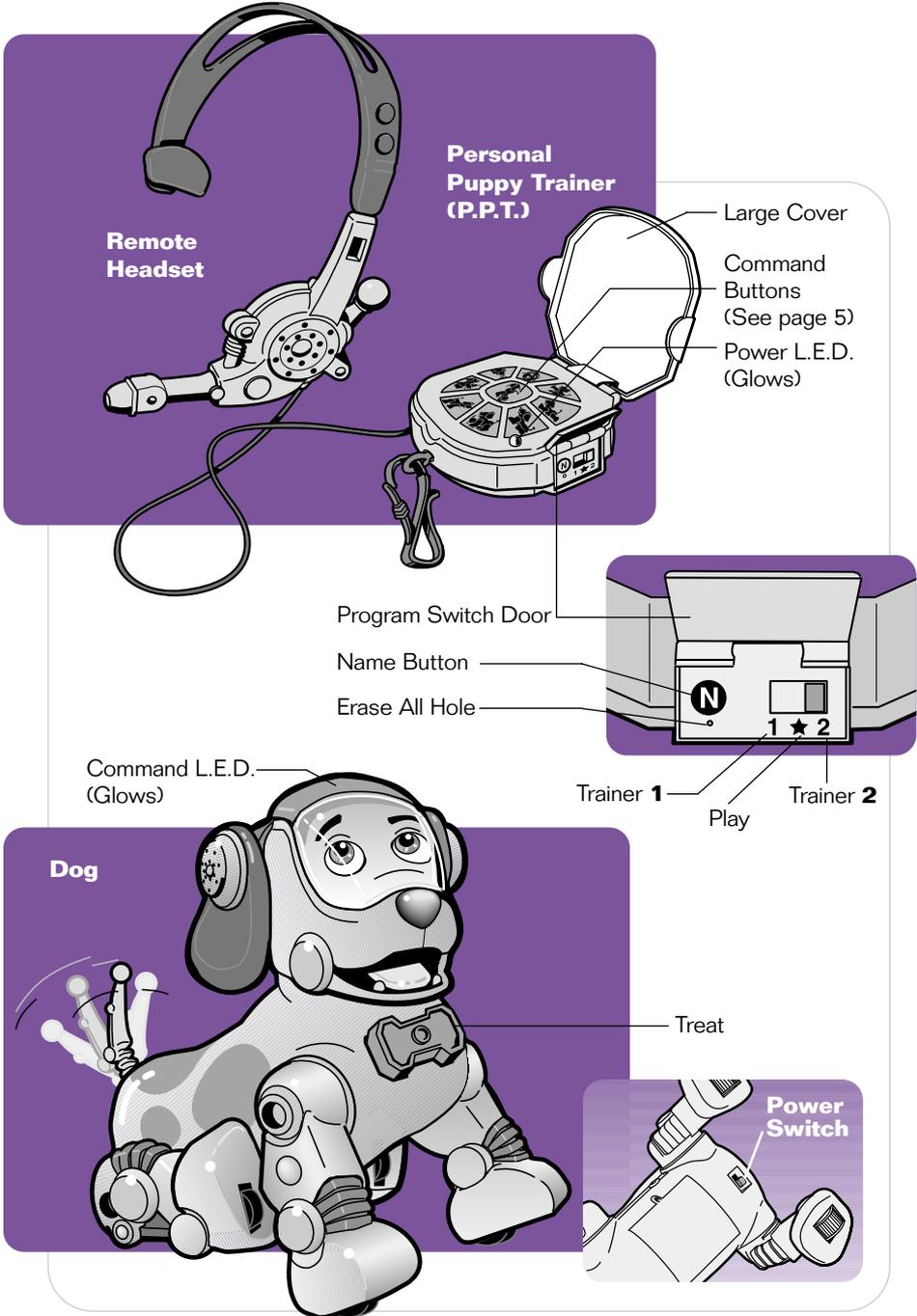
Up it flew, soaring into the sky, carrying Rocket™ away from the Planet Rrruff and through the Milky-Bone Galaxy, past the Dog Star and the Canine Comets and even Pluto, rocketing him toward a new world full of exciting new adventures. "I wonder what it will be like..." wondered Rocket™.

arf!
arf!

2K9

Remote Headset

Personal Puppy Trainer (P.P.T.)

Large Cover

Command Buttons (See page 5)

Power L.E.D. (Glows)

Program Switch Door

Name Button

Erase All Hole

N

1 ★ 2

Trainer **1**

Play

Trainer **2**

Command L.E.D. (Glows)

Dog

Treat

Power Switch

START

	Sit
	Lie Down
	Shake Hands
	Do Trick
	Let's Go
	Stand Up
	Beg
	Speak
	Bad Puppy

Your child or children can interact with the dog in two different modes, depending on their age: Trainer in Training (3+ years) or Expert Trainer (6+ years). Choose which mode you'd like to start!

Trainer in Training (3+ Years)

Open the P.P.T. Large Cover for this mode. Your child wears the remote headset and uses the P.P.T. with the Large Cover open. Your child simply presses the desired Command Button on the P.P.T., speaks and your dog goes into action!

Expert Trainer (6+ Years)

Close the P.P.T. Large Cover for this mode. Your child wears the remote headset and programs (records) a new name and voice commands into the P.P.T. There's no need to use the Command Buttons on the P.P.T. (after programming it) in this advanced mode, so keep the Large Cover closed! Your child speaks the programmed name and voice commands. Watch your dog perform the desired command!

The P.P.T. can recognize up to two master's voices – so no one's left out. Simply slide the Program Switch to Trainer 1 to program one child's voice. Then, slide the Program Switch to Trainer 2 to program another child's voice.

Important!

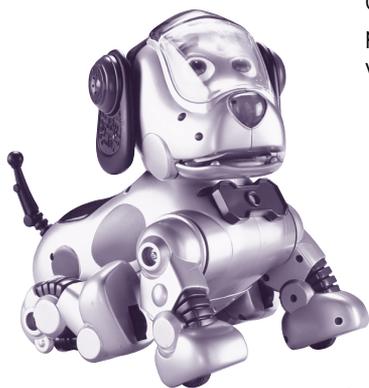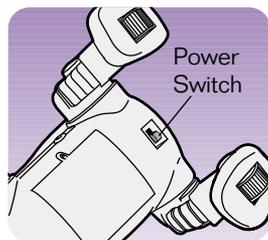*Make sure the L.E.D. on the microphone points toward the glowing L.E.D. on the dog's head.*

Important!

To conserve battery life, we recommend that you slide the dog's Power Switch to the OFF ⭕ position when your child is not playing with the dog.

To turn off power on the P.P.T., press and hold the Large Cover closed for five seconds. The power L.E.D. will shut off.

• Fit the remote headset on your child's head. Make sure the L.E.D. on the microphone points toward the glowing L.E.D. on the dog's head.

• Hook the P.P.T. to your child using the convenient belt clip.

• Open the Program Switch Door on the P.P.T. and select Play ★. Close the Program Switch Door. You're in Trainer in Training Mode.

• Slide the dog's Power Switch (on his belly) to the ON ● position. The dog needs to wake up (about 15 seconds).

Power Switch

TRAINER IN TRAINING (3+ YEARS)

• Open the Large Cover on the P.P.T.

• Make sure the glowing L.E.D. on the dog's head is lights.

• Press a Command Button (try) on the P.P.T.

Your child says: "Sit."

• Make sure your child waits until the glowing L.E.D. on the dog's head lights before pressing another Command Button. If your child presses a Command Button on the P.P.T. before the glowing L.E.D. lights, the dog ignores the command and may do something different.

Hint

Your child must speak within three seconds of pressing a Command Button. Also, any word will do!

Hint

If the dog ignores the command, he may surprise you with his response!

Hint

If the dog does not receive another command after approximately two minutes, the dog will automatically go to sleep (shut-off). To turn back on, simply pat the dog's back.

Hint

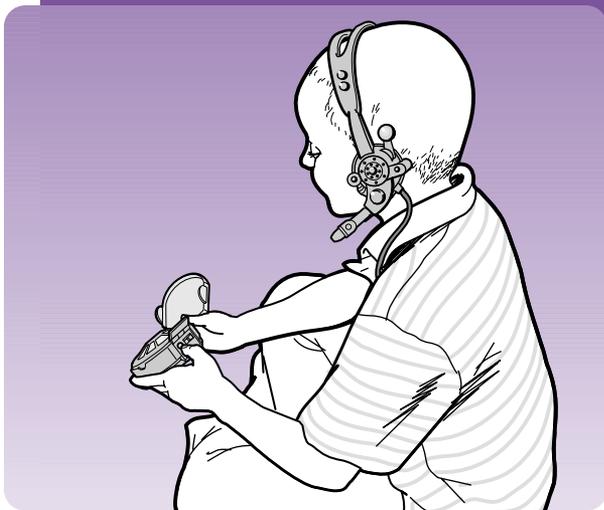*The dog can have two masters (and two names) simply by sliding the Program Switch to Trainer **1** for the first child and then Trainer **2** for a second child. Make sure the second child (Trainer **2**) picks a different name for the dog than the first child, Trainer **1**.*

Hint

Your child can choose a new name...be creative!

Programming a New Name

• Have your child choose a new name for the dog. Practice saying the dog's new name – speaking clearly and in a normal voice (not too loud or soft). When playing with the dog, your child needs to say the dog's new name the same way it is programmed (recorded).

• Fit the remote headset on your child's head.

• Slide the dog's Power Switch (on his belly) to the OFF **O** position. The dog is not needed for programming.

• Open the Program Switch Door. Slide the Program Switch to Trainer **1** or Trainer **2**. Make sure you take note of which master's voice is programmed on Trainer **1** and on Trainer **2**.

• Press the Name Button **N** .

• Listen for the voice prompt through remote headset. "Please say your dog's name."

• Now, it's your child's turn to say the dog's name.

Your child says: "Rocket."

• If your child speaks too loud, too soft, too soon, or the chosen name is unclear, the voice prompt may say: "Too loud. Please try again."; or "Too soft. Please try again."; or "Too soon. Please try again."; or "What did you say?"

Again, your child says: "Rocket."

• If the P.P.T. does not recognize the name after three tries, the voice prompt says: "Training - your dog's name failed." If this happens, please press the Name Button **N** again and start the new name programming process again.

• When new name programming is successful, the voice prompt will ask your child to repeat the name a second time. "Please repeat your dog's name."

• Your child now needs to repeat the dog's new name again in a clear, normal voice.

Your child says: "Rocket."

• If the repeated name is not recognized, the voice prompt will repeat the request.

• When new name programming is complete, the voice prompt will tell you that training is complete, and you will hear the name of the dog in your child's voice. "Training **Rocket** complete."

Hint

If your child is having trouble programming a new name, try programming a name with multiple syllables. For example, instead of programming the name "Spot", try programming the name "Spotty".

Congratulations!

Naming your dog is now complete! Now, fill in the chart on page 13 with your child(ren)'s programmed new name.

Oops, if you make a mistake…

To erase a programmed name:

• Open the Program Switch Door. Make sure the Program Switch is on Trainer **1** or Trainer **2** – depending on which programmed name you'd like to erase.

• Press and hold the Name Button **N** for five seconds, until the voice prompt says, "Command erased."

Hint

*The dog can have two masters simply by sliding the Program Switch to Trainer **1** for the first child and then to Trainer **2** for a second child!*

Hint

For best performance, we recommend that your child use the following words to program voice commands: Sit, Lie Down, Shake Hands, Do Trick, Let's Go, Stand Up, Beg, Speak, Bad Puppy.

Programming Voice Commands

• Have your child practice all the voice commands that will be programmed in a clear, normal voice (not too loud or soft). When playing with the dog, your child needs to say the voice commands the same way they are programmed (recorded).

• Fit the remote headset on your child's head.

• Slide the dog's power switch (on his belly) to the OFF **O** position. The dog is not needed for programming.

• Open the Program Switch Door. Slide the Program Switch to Trainer **1** or Trainer **2**. Make sure you take note which master's voice is programmed on Trainer **1** and on Trainer **2**.

EXPERT TRAINER (6+ YEARS)

Important!

If programming fails after several tries, your child may be too young to speak clear enough (or clear enough repetively) to program the P.P.T. We recommend that your child use the dog in Trainer in Training mode.

Congratulations!

Voice command programming is now complete! Now, fill in the chart on page 13.

• Open the Large Cover on the P.P.T.

• Press a Command Button 🐕 on the P.P.T.

• Listen for the voice prompt through the remote headset. "Please say sit."

• Now, it's your child's turn to say the command.

Your child says: "Sit."

• If your child speaks too loud, too soft, too soon, or unclear, the voice prompt may say: "Too loud. Please try again."; or "Too soft. Please try again."; or "Too soon. Please try again."; or "What did you say?"
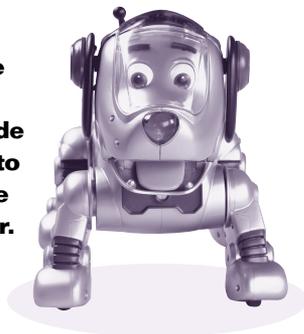
Again, your child says: "Sit."

• If the P.P.T. does not recognize the voice command after three tries, the voice prompt says: "Training failed." If this happens, please press a Command Button again and start the voice command programming process again.

• When programming a voice command is successful, the voice prompt will ask your child to repeat the command a second time. "Please repeat sit."

• Your child now needs to repeat the command again in a clear, normal voice.

Your child says: "Sit."

• If the repeated voice command is not recognized, the voice prompt will repeat the request.

• When programming a voice command is complete, the voice prompt will tell you that programming is complete, and you will hear the command in your child's voice. "Training **Sit** complete."

• **Repeat this sequence to program all nine commands. Then, slide the Program Switch to Play ★, and close the Program Switch Door.**
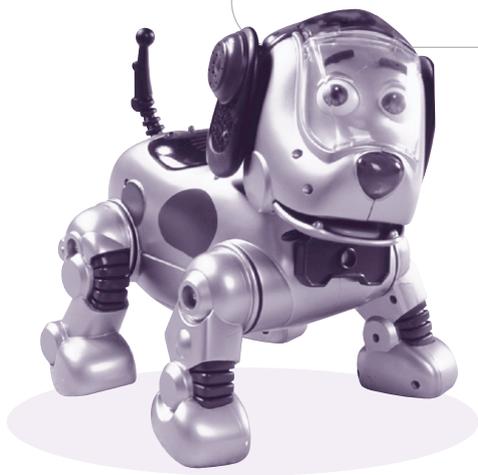
Oops, if you make a mistake....

To erase a programmed voice command:

• Open the Program Switch Door. Make sure the Program Switch is on Trainer **1** or Trainer **2** – depending on which programmed voice command(s) you'd like to erase.

• Press and hold the desired Command Button for five seconds, until the voice prompt says, "Command erased."

To erase all programmed name(s) and voice commands:

• Open the Program Switch Door. Make sure the Program Switch is on Trainer **1** or Trainer **2** – depending on which programmed name and voice commands you'd like to erase.

• Insert and hold a blunt, thin object (do not use a pin) in the Erase All Hole for five seconds, until the voice prompt says, "Erased all."

PROGRAM CHART

Use this chart to keep track of what has been programmed into the P.P.T.

Trainer 1	Trainer 2

Dog's Name

Commands

Sit	☐ Yes ☐ No
Lie Down	☐ Yes ☐ No
Shake Hands	☐ Yes ☐ No
Do Trick	☐ Yes ☐ No
Let's Go	☐ Yes ☐ No
Stand Up	☐ Yes ☐ No
Beg	☐ Yes ☐ No
Speak	☐ Yes ☐ No
Bad Puppy	☐ Yes ☐ No

Dog's Name

Commands

Sit	☐ Yes ☐ No
Lie Down	☐ Yes ☐ No
Shake Hands	☐ Yes ☐ No
Do Trick	☐ Yes ☐ No
Let's Go	☐ Yes ☐ No
Stand Up	☐ Yes ☐ No
Beg	☐ Yes ☐ No
Speak	☐ Yes ☐ No
Bad Puppy	☐ Yes ☐ No

Using your Puppy's Name and Voice Commands

• Fit the remote headset on your child's head.

• Hook the P.P.T. to your child using the convenient belt clip.

• Open the Program Switch Door on the P.P.T. and select Play ★. Close the Program Switch Door.

• Slide the dog's Power Switch (on his belly) to the ON ● position. The dog needs to wake up (about 15 seconds).

• Close the Large Cover on the P.P.T. You're in Expert Mode.

Your child says the dog's name: "Rocket."

• Wait for a "beep" sound in the remote headset. That's your child's cue to give the command.

Your child says: "Do trick."

• After two "beep" sounds in the remote headset, the dog carries out the command!

Hint

After pressing the Large Cover on the P.P.T., your child must first wait for a "beep" sound and then say the desired command within three seconds.

Important!

To conserve battery life, we recommend that you slide the dog's Power Switch to the OFF ⭘ position when your child is not playing with the dog.

To turn off power on the P.P.T., press and hold the Large Cover closed for five seconds. The power L.E.D. will shut off.

Hint

If the dog does not receive another command after approximately two minutes, the dog will automatically go to sleep (shut off). To turn back on, simply pat the dog's back.

Using Only Voice Commands

• Fit the remote headset on your child's head.

• Hook the P.P.T. to your child using the convenient belt clip.

• Open the Program Switch Door on the P.P.T. and select Play ★. Close the Program Switch Door.

• Slide the dog's Power Switch (on his belly) to the ON ● position. The dog needs to wake up (about 15 seconds).

• Close the Large Cover on the P.P.T. You're in Expert Mode.

• Press the Large Cover on the P.P.T. and wait for a "beep" sound in the remote headset. That's your child's cue to give the command. Release the Large Cover.

Your child says: "Lie down."

• After two "beep" sounds in the remote headset, the dog carries out the command!

JUST FOR FUN!

Good Dog!

Give your dog a reward. Place the treat in his mouth and be sure to press down on his tongue.

Important!

Place only the dog treat provided into the dog's mouth. To prevent damage, do not place any other object in the dog's mouth.
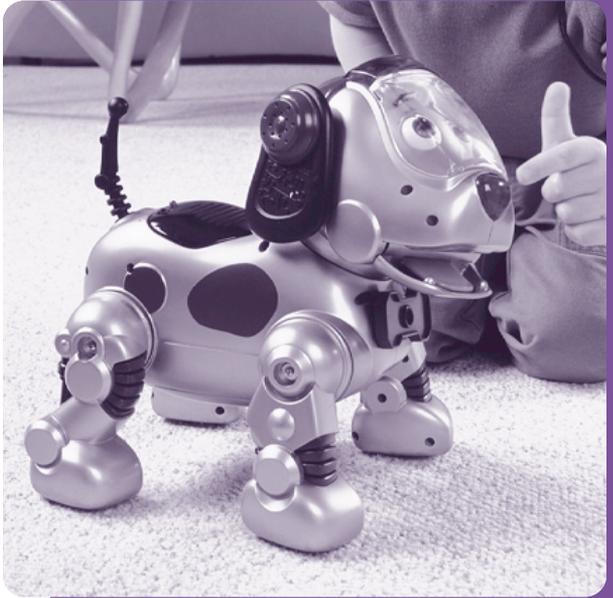
Hint

Watch what happens if... you feed your dog too many times. Or, how your dog reacts differently when you give him a treat after the commands beg or shake hands.

Give 'em a Pat

What better reward than a loving pat on his nose or back.

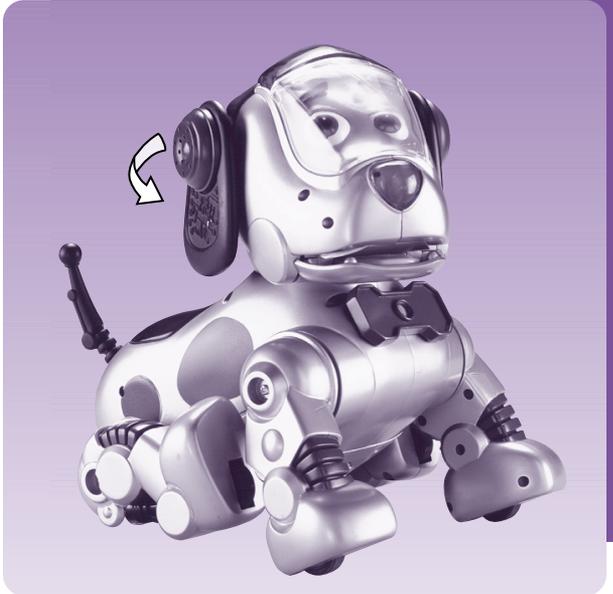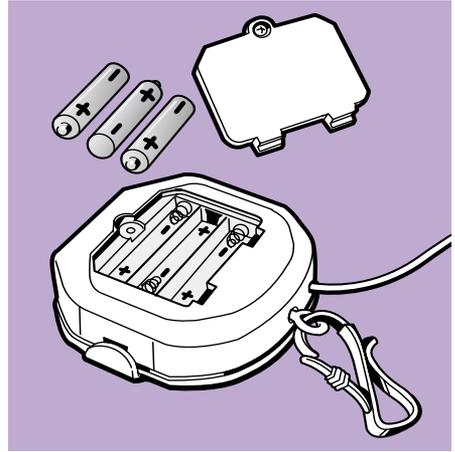### Help 'em Out

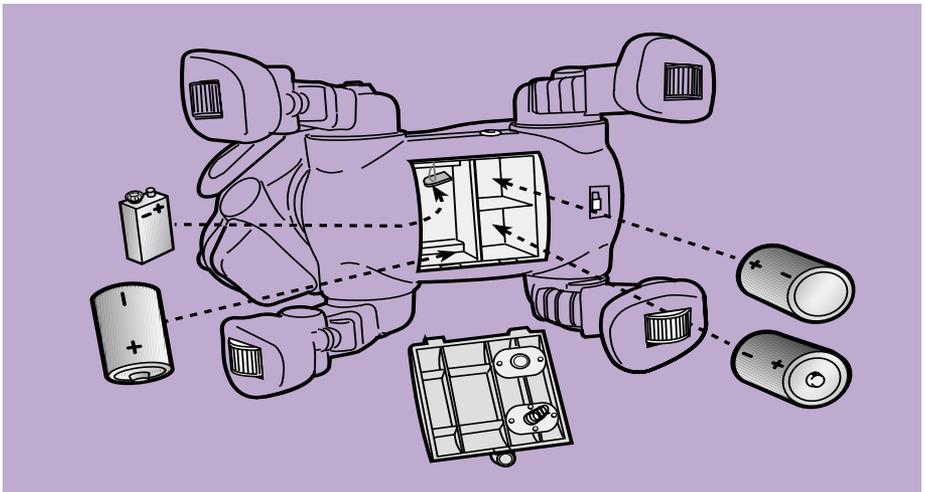*Turn his right ear and help him scratch his fleas!*

BATTERY INSTALLATION

• Locate the battery compartments in the dog and P.P.T.

• Loosen the screw in each battery compartment door with a Phillips screwdriver and open the doors.

• Insert one 9 volt and three "D" **alkaline batteries** in the dog; and three "AAA" **alkaline batteries** in the P.P.T. as indicated in the battery compartments.

• Replace the battery compartment doors and tighten the screws with a Phillips screwdriver. Do not over-tighten.

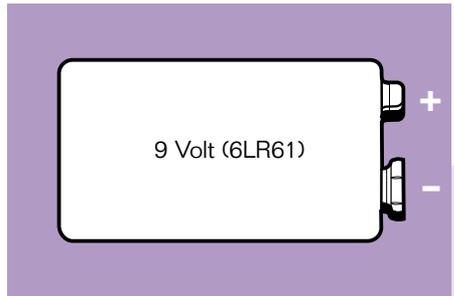**P.P.T. Battery Compartment**
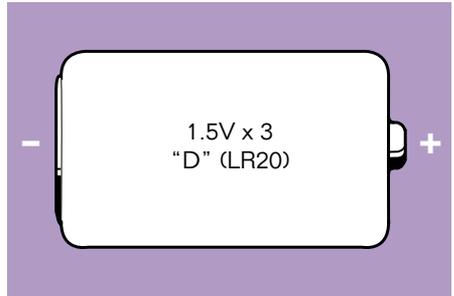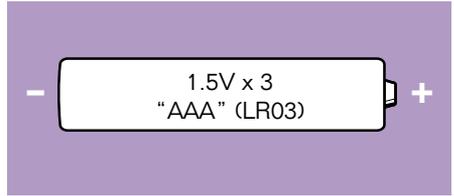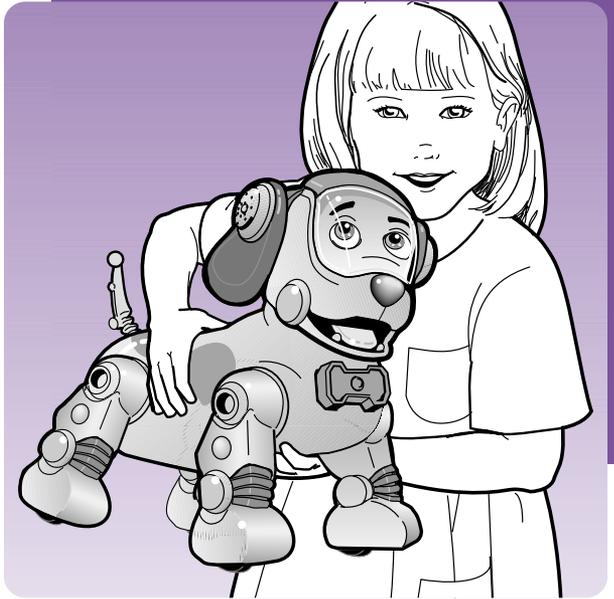
Dog Battery Compartment

Important!

*For longest battery life, we recommend the use of **alkaline batteries** in this toy. You can expect approximately 6 hours of power with each fresh set of "D" batteries (in the dog).*

We also recommend the use of high capacity, rechargeable "D" batteries in the dog. High capacity "D" batteries can be purchased at most electronics stores.

BATTERY TIPS

- **Always use alkaline batteries.**

- Do not mix old and new batteries.

- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).

- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the toy. Battery leakage and corrosion can damage this toy. Dispose of batteries safely.

- Never short circuit the battery terminals.

- Non-rechargeable batteries are not to be recharged.

- Only batteries of the same or equivalent type as recommended in the Battery Installation instructions are to be used.

- If removable rechargeable batteries are used, they are only to be charged under adult supervision.

- Rechargeable batteries are to be removed from the toy before they are charged.

- If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.

- If the dog moves sluggishly or does not move at all, it's time for an adult to replace the batteries.

- If the power L.E.D. on the P.P.T. does not light after pressing a command button, it's time for an adult to change the batteries.

– 1.5V x 3 "AAA" (LR03) **+**

– 1.5V x 3 "D" (LR20) **+**

9 Volt (6LR61) **+** **–**

- Do not carry the dog by his tail. Carry the dog with one hand under his belly.

- Keep water, sand and dirt off of the dog.

- Keep the dog way from direct sunlight and excessive heat.

- Do not drop the dog on a hard surface.

- Wipe the dog with a clean cloth dampened with a mild soap and water solution. Do not immerse the dog.

- The dog has no consumer serviceable parts. Do not take the dog apart.

Symptom	Diagnosis
P.P.T. voice prompt says, "Too soft."	• Speak in a normal tone of voice.
P.P.T. voice prompt says, "Too soon."	• Wait for the P.P.T. voice prompt to stop speaking. • The room may be too noisy. Program the P.P.T. only in a quiet room.
P.P.T. voice prompt says, "Too loud."	• Speak in a normal tone of voice.
P.P.T. voice prompt says, "What did you say?"	• What was recorded a second time did not sound the same as the first time. – Repeat the name or command exactly as the first time. – Erase the name or command. Re-program the name or command, this time try enunciating the word with harder consonants. – Erase the name or command. Re-program the name or command, this time try words with multiple consonants.
P.P.T. voice prompt says, "Training 'Name or Command' failed."	• The P.P.T. was unable to find enough distinct, repeatable sounds. – Erase the name or command. Re-program the name or command, this time try enunciating the word with harder consonants. – Erase the name or command. Re-program the name or command, this time try words with multiple consonants.
You press a button and it's already programmed.	• You need to choose the trainer position. Open the Program Switch Door and slide the Program Switch to the other trainer position (Trainer **1** or Trainer **2**) • Erase the programmed name or command. Press and hold the Name Button **Ⓝ** or particular Command Button for 5 seconds. • Open the Program Switch Door and insert a blunt, thin object (do not use a pin) into the Erase All Hole to erase **all** programming for either Trainer **1** or Trainer **2**.

Symptom	Diagnosis
You do not hear a "beep" sound after you say the dog's name.	• P.P.T. power has shut-off and power L.E.D. is not lit. Press any Command Button or the P.P.T. Large Cover. • The L.E.D. on the microphone is not pointed toward the glowing L.E.D. on the dog's head. Make sure the L.E.D. is in direct line with the glowing L.E.D. on the dog's head. • Your child did not program the name. Please refer to page 8 to program a new name. • Your child is not using the same name programmed. Open the Program Switch Door on the P.P.T. and slide the Program Switch to Trainer **1** or Trainer **2**. Press the Name Button and check which name is programmed. • Your child is not saying the name the same way it was originally programmed. Open the Program Switch Door on the P.P.T. and slide the Program Switch to Trainer **1** or Trainer **2**. Press the Name Button to hear how the name was programmed. • Your child does not need to say the dog's name in this mode. With the Large Cover on the P.P.T. closed, simply press the Large Cover, wait for a "beep" sound, release the Large Cover and then speak the desired command.
You hear one "beep" sound after you say the dog's name; but do not hear two "beep" sounds after you say the command.	• Your child did not program the command. Please refer to page10 to program a voice command. • Your child is not using the same command programmed. Turn dog power off. Open the Program Switch Door on the P.P.T. and slide the Program Switch to Trainer **1** or Trainer **2**. Press the desired Command Button and check what has been programmed. • Your child is not saying the command the same way it was programmed. Turn dog power off. Open the Program Switch Door on the P.P.T. and slide the Program Switch to Trainer **1** or Trainer **2**. Press the desired Command Button to hear how the command was programmed. • Your child did not wait for the "beep" sound before saying the command. Be sure to wait for the "beep" sound. • Your child waited too long (more than three seconds) after the "beep" sound. Make sure your child says the command within three seconds after the "beep" sound.

Symptom	Diagnosis
You hear a snapping or grinding noise and some of the legs do not move.	• The legs are jammed because there is an object lodged in them. Turn power off on the dog and remove the object. • The legs are interferring with each other. Turn power off on the dog and manually move the legs to the stand position. • The legs jammed on the head. Turn power off on the dog and manually move the head to the center position and the legs to the stand position.
The dog appears to have become stuck in a particular action or command.	• Turn the dog's power off and back on again.
The dog produces a series of 5 beeps twice in a row.	• Please call Fisher-Price® Consumer Relations at 1-800-432-KIDS (US); 1-800-567-7724 (Canada).

Low Battery Problems

Symptom	Diagnosis
After installing fresh batteries in the P.P.T. and the dog, the dog seems to run for only one or two hours.	• You have probably installed the wrong type of batteries. **Use only alkaline batteries for longest battery life.**
After turning power on the dog ON, the dog does not do anything; but the command L.E.D. on his head lights immediately.	• The 9 volt battery in the dog is weak or dead. Replace the 9 volt battery in the dog with a fresh, **alkaline** 9 volt battery.
Dog moves sluggishly.	• The "D" batteries in the dog are weak or dead, Replace **all three** "D" batteries with fresh, **alkaline** batteries.
The power L.E.D. on the P.P.T. does not light.	• The "AAA" batteries in the P.P.T. are weak or dead. Replace **all three** "AAA" batteries with fresh, **alkaline** batteries.

Questions

Occasionally a consumer may experience a problem with one of our products. If this should happen, please call us, toll-free, rather than return this product to the store. Usually we can solve the problem on the telephone or by sending you replacement parts.

In the United States, please call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS,** 8 AM - 6 PM EST Monday through Friday. Hearing impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to:

Fisher-Price® Consumer Relations
636 Girard Avenue
East Aurora, New York 14052

In Canada, please call **1-800-567-7724**.
Or, write to:

Mattel Canada, Inc.
6155 Freemont Blvd.
Mississauga, Ontario L5R 3W2

Please include your name, address and daytime telephone number.

FCC NOTE

ICES-003

One Year (1) Limited Warranty (United States)

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants that Rocket™ The Wonder Dog is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Consumer Relations at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidentai or consequential damages.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSE- QUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.

One Year (1) Limited Warranty (Canada)

Mattel Canada Inc., warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for one (1) year (unless otherwise specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid to Mattel Canada Inc., Consumer Service, 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2 for replacement with an identical toy or similar toy of equal or greater value according to availability. This warranty gives you specific legal rights and you may also have other rights which vary from province to province. This warranty does not cover damage resulting from accident, misuse, or abuse. Valid for products sold in Canada only.

Certificate

of Pedigree

Owner

Arrival Date

Male ☐   Female ☐

Dog Name

Description of Homeland

I certify that this pedigree is true and correct to the best of my knowledge and belief.

Signature

Parents

Grandparents

CERTIFIED

Fisher-Price

PEDIGREE

Certificate

of Pedigree

Owner _____

Arrival Date _____

Male ☐   Female ☐

Dog Name _____

Description of Homeland _____

_____

_____

I certify that this pedigree is true and correct
to the best of my knowledge and belief.

Signature _____

Parents

Grandparents

Into Your Home

Please save this manual for future reference.

The dog is not intended for use outdoors.

Batteries must be installed by an adult.

Requires three "D" (LR20) and one 9 volt (6LR61) **alkaline batteries** in the dog for operation (all not included).

Requires three "AAA" (LR03) **alkaline batteries** in the P.P.T. for operation (not included).

For longest battery life, we recommend the use of **alkaline batteries** in this toy.

You can expect approximately 6 hours of power with each fresh set of "D" (LR20) batteries (in the dog). We also recommend the use of high capacity, rechargeable "D" batteries in the dog. High capacity "D" batteries can be purchased at most electronics stores.

Tool required for battery installation: Phillips Screwdriver (not included).

Fisher-Price®

Come visit us at
www.fisher-price.com

Questions? We'd like to hear from you.

Call: U.S. Toll Free 1-800-432 KIDS
        Canada 1-800-567-7724