

mirari®

OK TO WAKE!

Alarm Clock
& Night-Light

Instructions For Use



PLAY MONSTER®



Adapter not included.

OK TO
WAKE!®

**WARNING: This item is not a toy. Do not place in bed.
Not suitable for children under 36 months. Strangulation hazard.**

IMPORTANT SAFETY INSTRUCTIONS

- Read these instructions and keep them for future use.
- Observe all warnings and follow instructions.
- Do not tamper with the cord for any reason.
- Only use this product as it was intended.
- Do not use near water.
- Do not use near any heat source or apparatus that produces heat.
- Clean only with a dry cloth.
- Only use cord as intended.
- Do not leave unit plugged in during lightning storms or when left unused for long periods of time.
- Do not attempt to service the unit yourself. All servicing should be referred to qualified personnel, and done so under the following conditions:
 - When power supply or cord has been damaged.
 - If liquid has been spilled, or objects have fallen into the unit.
 - If the unit is exposed to rain or water.
 - If the product does not operate normally when following the instructions.
 - If the unit has been dropped or damaged in any way.
 - When the product exhibits a distinct change in performance.
- In the event that a replacement part is needed, ensure the service technician uses parts specified by the manufacturer to avoid fire, electric shock or other hazards.

Note: 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.
- Connect the equipment into a power source that is different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.
- Warning: changes or modifications not approved by the responsible party for compliance could void the user's authority to operate the equipment.

Please note that changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Ok to Wake![®] helps families get better sleep! Picture this: It's Saturday morning, and you're sleeping peacefully when suddenly you're not...your child has just jumped in your bed demanding you get up! Well, the Ok to Wake! clock was designed by a parent to solve this sleep-depriving problem!

The OK to Wake! green light is a simple, visual indicator that informs toddlers when it's time to get up. Children quickly learn to go back to sleep or play quietly in their room until "green means go!" Here's why it works: Toddlers enjoy the feeling of accomplishment that comes with completing a job well done, and OK to Wake! is something that can be completed successfully every day and is positively reinforced by the greatest reward of all—coming to see mom and dad!



Fig. 1 OK to Wake![®]

Set Up

- OK to Wake! comes with two interchangeable faceplates, so you and your child can choose your favorite! The pre-installed green bug faceplate can be removed and changed as follows:
 - Slightly rotate the faceplate counter-clockwise and detach.
 - Remove the protective screen cover from the display that shows a fake time.
 - Attached your favorite faceplate by aligning the tabs with the slots on the clock and rotating clockwise to lock it in place.
- For backup, insert 4 AA batteries into the battery compartment under the clock. Place batteries over the ribbon to make removal easier next time. See Fig. 2.
- Plug the included USB cord into the back of the unit, and then plug it into an outlet using your own USB wall/power adapter. Please ensure the cord is not a hazard.

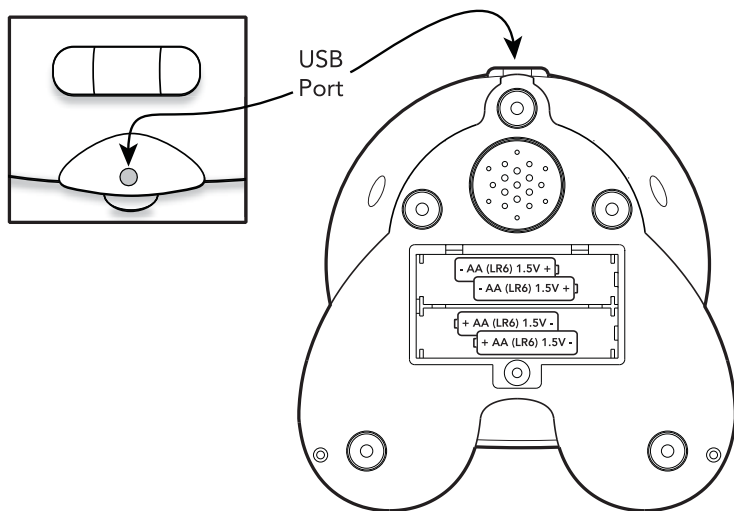


Fig. 2 Battery compartment

Setting the Time

- When the batteries are first inserted, OK to Wake! beeps and displays "12:00 p.m." To set the correct time, open the rear door to reveal the control panel. See Fig. 3.

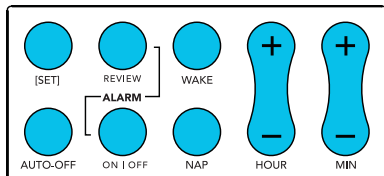


Fig. 3 Control panel

- Hold down the SET button for two seconds. "SET" will flash on the front display, and "12 Hr" is displayed. See Fig 4.



Fig. 4 Set clock format

- Use the HOUR +/- buttons to toggle between the 12- and 24-hour clock format. Tap SET to select the format and continue.
- The clock displays "SET 12:00 p.m." (for the 12-hour format). See Fig. 5.



Fig. 5 Set time

- Use the HOUR +/- and MIN +/- buttons to adjust the time. You can tap to scroll slowly, or hold the buttons down to scroll rapidly.
- Press SET again when you are done to lock in the new time. "SET" disappears from the display.

Using the Standard Yellow Night-Light

- To turn on a soft-glow yellow night-light when children go to bed, press the left toe button. The lit bulb icon will appear on the display. See Fig. 6.



Fig. 6 Night-light on

- To turn off the night-light, simply tap the left toe again.
- The night-light will only stay on for up to two hours. See Auto-Off section on page 8 for details.

Using the OK to Wake! Timer

The OK to Wake! green night-light timer is an innovative sleep aid for parents! The clock glows green in the morning when at a time that you select, and that tells children when it's OK to get up! Children quickly learn to stay in bed until "green means go!"

- To set the OK to Wake! green night-light timer, hold down the WAKE button for two seconds until "SET TO WAKE!" flashes on the display (note that the default time is 6:00 a.m.). See Fig. 7.



Fig. 7 Set OK to Wake!

- Use the HOUR +/- and MIN +/- buttons to set the time you want the green light to turn on (for example, 7:00 a.m.).
- Press WAKE again to lock in the new setting and return to the time display. "OK TO WAKE!" will remain on the display as a reminder that the timer is active. See Fig. 8.



Fig. 8 OK to Wake! active

Using the OK to Wake! Timer (continued)

- When the OK to Wake! time is reached, the clock will glow green and the lit bulb icon will appear in the display, letting children know it's now OK to get up! See Fig. 9.



Fig. 9 OK to Wake! time

- Pressing the left toe will toggle the green light off and on.
- To turn off the OK to Wake! timer and the green light for the day, press the right toe button.
- If you don't turn off the green light, it will automatically turn off after the amount of time set in your AUTO-OFF (see below).
- Note: If you don't want to use the OK to Wake! feature the next day, you must tap the WAKE button in the back. Otherwise, the timer will always be set and ready for the next day.

Auto-Off

- The yellow and green night-lights have an auto-off function to save energy. After 30 minutes (default setting), your night-light/green light will turn off on its own.
- To set the auto-off time, tap the AUTO OFF button to scroll through the options (0:15, 0:30, 1:00, 1:30 or 2:00). When the desired setting is displayed, stop tapping the AUTO OFF button to set it. After a moment, the clock resumes to ordinary time display, and the auto-off setting is locked in. See Fig. 10.



Fig. 10 Set auto-off time

- The auto-off setting is the same for both the night-light and green OK to Wake! light.

Setting the Alarm

OK to Wake! can also be used as an alarm clock with snooze function. The alarm is a different function than the OK to Wake green light, but can be used in conjunction with it. To set the alarm:

- Hold down the ALARM REVIEW button for two seconds until “SET” and the bell icon flash in the display. See Fig. 11.



Fig. 11 Set alarm

- Adjust the alarm time (7:00 a.m. by default) using the HOUR +/- and MIN +/- buttons. You can tap to scroll slowly, or hold the buttons down to scroll rapidly.
- Press ALARM REVIEW again to lock in your setting once you've reached the desired alarm time. This activates the alarm and displays the bell symbol, and the current time is displayed again. See Fig. 12.

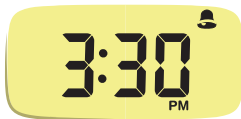


Fig. 12 Current time, with alarm set

When the alarm is sounding:

- An animation will make waking up more fun! See Fig. 13.



Fig. 13 Fun animation

- To turn off the alarm for the day, press the right toe button.

Setting the Alarm (continued)

- To use the snooze feature, press the left toe button. “SNOOZE” will appear in the display and the alarm will be paused for 10 minutes. Press the right toe button to cancel the snooze at any time. See Fig. 14.

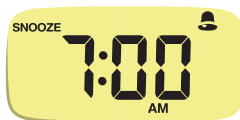


Fig. 14 Alarm snooze

The alarm will sound each day at the time set unless you de-activate it by tapping the ALARM ON/OFF button.

To check your alarm time, tap the ALARM REVIEW button. “REVIEW” appears on the display with the alarm time, or with “OFF” if alarm is not set. See Figs. 15 and 16.

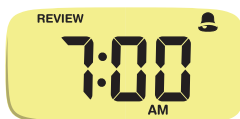


Fig. 15 Alarm set
for 7:00 am



Fig. 16 Alarm disabled

Using the Nap Timer

OK to Wake! has a handy nap timer that makes it easy to set and alarm and/or a green light alert for naps during the day, without disrupting other settings. To program the nap timer duration:

- Hold down the NAP button for two seconds until “SET NAP” flashes on the display. See Fig. 17.

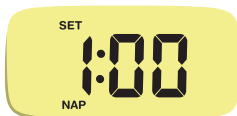


Fig. 17 Set nap timer

- Adjust the nap duration (the amount of time you'd like your child to sleep for their nap) using the HOUR +/- and MIN +/- buttons.
- Tap the WAKE button to choose whether you want the nap time to end in an alarm chime, OK to Wake! green light, or both.
- Press NAP again when you are done. “SET” disappears and the nap timer begins automatically. You know it is on because the colon in the time display is flashing.

At the end of the nap:

- When the alarm sounds, green light glows, or both happen (depending on your setting), they can be turned off by tapping the right toe button.
- Press the left toe button to snooze the alarm and/or light for 10 minutes. “SNOOZE” will appear on the display. Press the right toe button to cancel the snooze at any time. See Fig. 18.

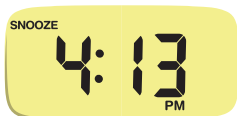


Fig. 18 Nap ended,
snooze on

Toggle the nap function on or off at any time by tapping NAP. OK to Wake! remembers the nap duration you last programmed, so you don't need to set it each time unless you want to change the length of the nap.

Brightness

When the clock is displaying the time, you can adjust the display and night-light brightness by pressing the MIN +/- buttons. There are three distinct brightness settings. See Fig. 19.

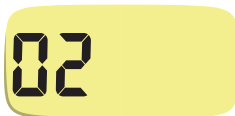


Fig. 19 Adjust brightness

Surprise

When the clock is displaying the time, press the right toe button for a fun surprise! See Fig. 20.



Fig. 20 Surprise!

Other Products You Might Like

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*Teach Me Time!®
Talking Alarm Clock & Night-Light*



*OK to Wake!® Owl
with Night-Light & Music*



*Glow to Sleep® Musical
Soother with Calming Sounds
and Soft Lights*



*Danny the Penguin and Bowen the Bear
Portable Night-Lights
with Rainbow Color-Change*

Coverage

In the United States, PlayMonster LLC warrants this product against defects in original material and workmanship for a period of one year under normal use and conditions. Warranty coverage outside of the United States may vary. Please see information regarding non-U.S. warranty claims, below.

Non-Coverage

This warranty does not cover customer instruction, installation, or set up problems. This warranty does not cover cosmetic damage or damage resulting from acts of God, accident, misuse, abuse, negligence, commercial application (or rental), or modification. This warranty does not cover damage due to improper operation or maintenance, connection to an improper voltage supply, or attempted repair by anyone other than PlayMonster LLC. This warranty does not cover products sold "as is" or "with all faults". This warranty is valid only in the United States and is invalid if the product serial number has been altered or removed.

Making a Warranty Claim, United States

Please check mymirari.com for the latest information pertaining to warranty claims. At the company's discretion, PlayMonster LLC will repair or replace the defective unit. Proof of purchase in the form of a bill of sale or receipted invoice which is evidence that the unit is within the warranty period must be presented to obtain warranty service.

REPAIR OR REPLACEMENT AS PROVIDED UNDER THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE CONSUMER. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF THE EXPRESSED WARRANTY AS PROVIDED ABOVE, BEGINNING WITH THE ORIGINAL DATE OF PURCHASE. NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, SHALL APPLY TO THE PRODUCT THEREAFTER. WE MAKE NO WARRANTY AS TO THE FITNESS OF THE PRODUCT FOR ANY PARTICULAR PURPOSE OR USE.

THE EXTENT OF OUR LIABILITY UNDER THIS LIMITED WARRANTY IS THE REPAIR OR REPLACEMENT PROVIDED ABOVE AND IN NO EVENT WILL OUR LIABILITY EXCEED THE PURCHASE PRICE PAID BY THE PURCHASER. UNDER NO CIRCUMSTANCES WILL WE BE LIABLE FOR ANY LOSS, DIRECT, INDIRECT, INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGE ARISING OUT OF OR IN CONNECTION WITH THE USE OF THIS PRODUCT.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, BUT YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE. SOME STATES DO NOT ALLOW LIMITATIONS ON IMPLIED WARRANTIES OR EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGE, SO THESE RESTRICTIONS MAY NOT APPLY TO YOU.

Making a Warranty Claim – Outside of the United States

This product is distributed outside of the United States, in select regions, by authorized distribution partners. PlayMonster does not handle foreign warranty claims. For warranty service please contact your point of purchase for assistance. PlayMonster products purchased from US retailers and shipped to international locations are not covered under our domestic warranty policy.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

- Adult supervision is recommended when changing batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Batteries may explode or leak if disposed of in a fire.
- Remove batteries from a product if it will not be used for a month or longer.
- Follow applicable laws and local regulations for the disposal and transportation of batteries.

Note: Actual product may vary slightly from images shown.

More helpful hints and FAQ found at mymirari.com.



We want to hear about how much this product helped your family!

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For more info, visit mymirari.com.

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