

POWERMAN® MASTER

MY FUNNY ROBOT

THAT READS IN YOUR MIND



INSTRUCTION MANUAL

ROB25EN

LEXIBOOK®

MY NAME IS POWERMAN® MASTER.... I COME FROM A VERY FAR GALAXY, AND HAVE BEEN SENT HERE TO EXPLORE YOUR PLANET: THE EARTH!

I WENT THROUGH ALL CONTINENTS AND THE LEAST I CAN SAY IS THAT THE BIODIVERSITY IS SO FASCINATING HERE!

I HAVE ENCOUNTERED SO MANY ANIMALS: KANGAROOS IN AUSTRALIA, PANDAS IN CHINA, LIONS IN THE SAVANNAH AND EVEN ANTS IN YOUR FRIDGE! I LIKE TO DISCOVER NEW ANIMALS, CAN YOU FIND ANY I DON'T KNOW YET?

HEY LOOK! I CAN ALSO PLAY MUSIC AND DANCE. YOU CAN TEACH ME YOU OWN CHOREOGRAPHIES AND SENTENCES I WILL REPEAT!

ARE YOU READY?

PACKAGING CONTENTS

When opening the product's packaging, please ensure that the following elements are included:



1 x POWERMAN® MASTER.



1 x remote control



1 x wildlife explorer's guide



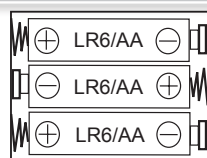
1 x instruction manual



9 x disques en mousse

WARNING: All packaging materials, such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety.

BATTERY REQUIREMENTS



The robot operates with 3 x 1.5V AA/LR6 --- batteries (not included)



The remote control operates with 2 x 1.5V AA/LR6 --- batteries (not included)

ROBOT:

Battery installation or replacement

1. Use a screwdriver to loosen the screw on the battery compartment located at the back of the robot.
2. Open the battery door, and then pull to remove the compartment.
3. Install or replace 3 x AA/LR6 --- batteries, observing the polarity indicated at the bottom of the battery compartment, and as per the diagram shown opposite.
4. Close the battery compartment and tighten the screw.

REMOTE CONTROL:

Battery installation or replacement

1. Use a screwdriver to loosen the screw on the battery compartment located at the back of the remote control.
2. Open the battery door, and then pull to remove the compartment.
3. Install or replace 2 x AA/LR6 --- batteries, observing the polarity indicated at the bottom of the battery compartment, and as per the diagram shown opposite.
4. Close the battery compartment and tighten the screw.

Note: Switch off the power before replacing batteries. Use only alkaline batteries, other type of batteries may affect the performance.

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. Different types of batteries or new and used batteries are not to be mixed. 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. Do not throw batteries into a fire. Remove the batteries if you are not going to use the toy for a long period of time. Batteries shall not be exposed to excessive heat such as sunshine, fire or the like.

WARNING: Malfunction or loss of memory may be caused by strong frequency interference or electrostatic discharge. Should any abnormal function occur, remove the batteries and insert them again.

FCC NOTICE

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) this device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

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 an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes of modifications to this unit not expressly approved by the party responsible for compliance could void the user authority to operate the equipment.

MAINTENANCE AND WARRANTY

Only use a soft, slightly damp cloth to clean the unit. Do not use detergent. Do not expose the unit to direct sunlight or any other heat source. Do not immerse the unit in water. Do not dismantle or drop the unit. Do not try to twist or bend the unit.

NOTE: Please keep this instruction manual, it contains important information.

This product is covered by our 3-month warranty. For any claim under the warranty or after-sales service, please contact your distributor and present a valid proof of purchase. Our warranty covers any manufacturing material and workmanship defect, with the exception of any deterioration arising from the non-observance of the instruction manual or from any careless action implemented on this item (such as dismantling, exposing to heat and humidity, etc.). It is recommended to keep the packaging for any further reference.

In a bid to keep improving our services, we could implement modifications on the colours and the details of the product shown on the packaging.

WARNING! Not suitable for children under 3 years. Choking hazard – Small parts.

Reference: ROB25EN_09

Designed and developed in Europe – Made in China, Shantou

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Environmental Protection:

Unwanted electrical appliances can be recycled and should not be discarded along with regular household waste! Please actively support the conservation of resources and help protect the environment by returning this appliance to a collection centre (if available).



IM code: ROB25EN_09IM2281

DISCOVER POWERMAN® MASTER

ROBOT

Light panel with front infrared receiver

Foam disc ejector

Microphone

Light panel

Recording button
Press and speak close to POWERMAN® MASTER, he will repeat with a funny robot voice!

Touch here for funny sounds

POWERMANTM MASTER

Foam disc compartment

Speaker

Battery compartment

ON/OFF switch
Slide to switch Powerman® MASTER on or off.

REMOTE



Directional keys

Press to have POWERMAN® MASTER making a few steps, turning right and left.

Tip: Press forward / backward for 2 seconds to slide.
Press left / right for 2 seconds to spin around.



Stop

Press to stop POWERMAN® MASTER's current action.



Volume

Press to change the volume.



Programming

- Press **P+** to create a program
- Record up to 40 actions by pressing the following keys:



- You can add music by pressing . Press several times to select another melody.
- Once finished, save your program by pressing either **P+**.
- At any moment, you can play your program by pressing **P**.



Music

Press once to play music, press again to play another music.



Dance

Press once to play a dance, press again to play another dance.

Warning! The robot will move when dancing. Do not use this function while on a table, he may fall!



Karaoke

Press and speak close to POWERMAN® MASTER, select a melody with the button, he will repeat in music!



POWERMANTM MASTER challenge!

Press this key to play « The POWERMAN® MASTER challenge! » where POWERMAN® MASTER will read in your mind. Think about an animal and he will try to guess it!

Follow the instructions in the Wildlife Explorer's Guide attached.



Animal Quiz

How well do you know the animal sounds?

Press this key to play « The Animal Quiz! ». POWERMAN® MASTER will make a sound and you will have to guess which animal it is. Press when you hear the right proposal. It's not as easy as it sounds!



Yes / No / I don't know



Press these buttons to answer in the « POWERMAN® MASTER challenge! » and « Animal Quiz » modes.



Outside of these two modes, press:

- or to trigger an animal sound.
- to trigger a surprise sound.



Stories

Press this key and 1 or 2 on the remote to select between :

1

Aesop's Fables = select one of the 3 Aesop's Fables told by POWERMAN® MASTER by pressing a number on the chest (1-3).

2

The story maker = create your own funny and crazy story by pressing 3 keys on the remote (except the stop button). 1000 combinations are possible!



Foam discs shooting

Press this key to throw foam discs.

Warning ! Do not aim at eyes or face. Launch provided discs only and do not use improvised objects. Do not load more than 9 discs into the foam disc compartment.

Note: If the robot responds intermittently, or if it only works from a close distance, the batteries may need to be replaced.

CHECK OUT POWERMAN® MASTER VIDEOS ON YOUTUBE™ AND WWW.LEXIBOOK.COM FOR MORE INFO!