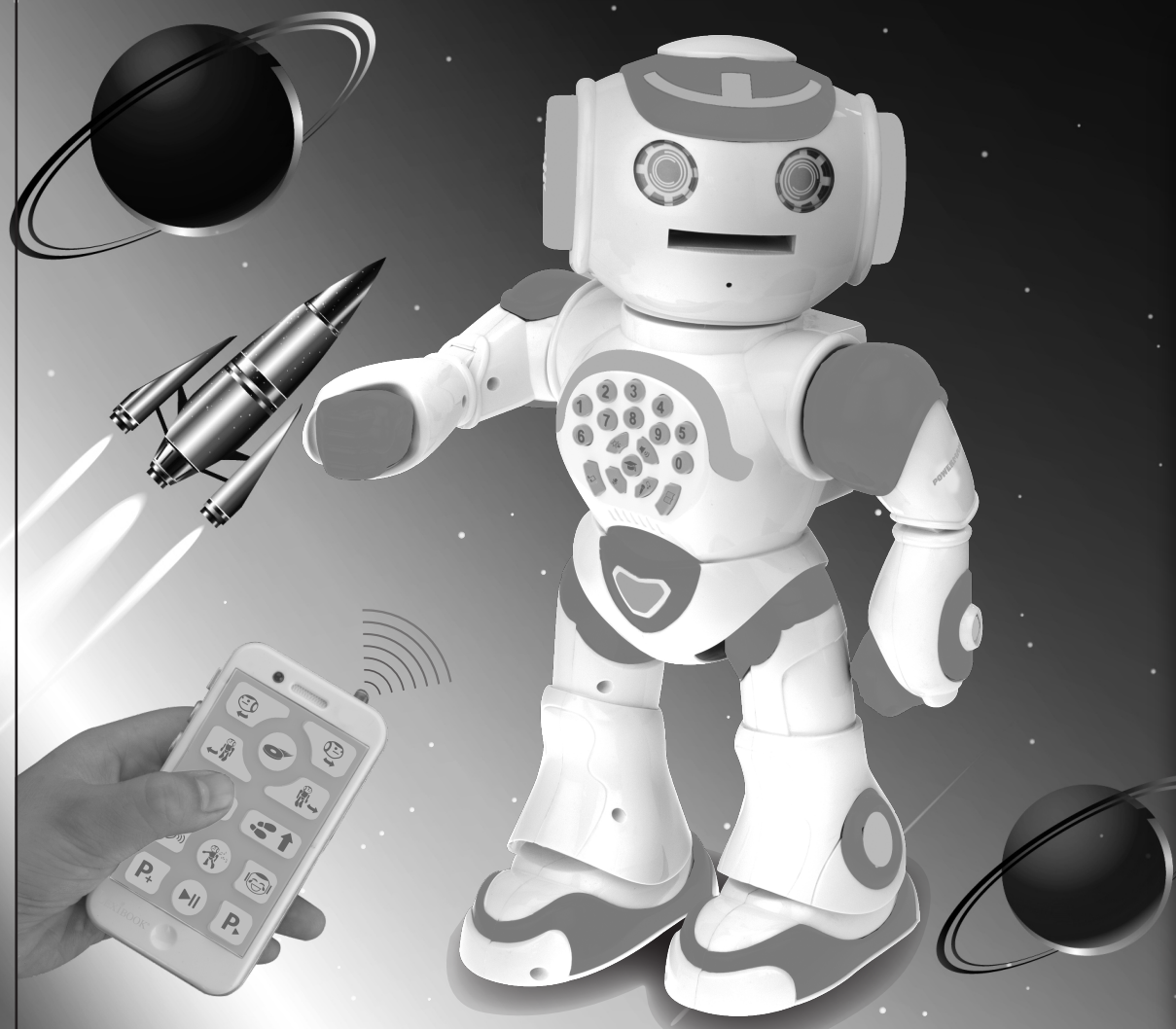


POWERMAN® MAX

THE PROGRAMMABLE EDUCATIONAL ROBOT



INSTRUCTION MANUAL

ROB80US

LEXIBOOK®

POWERMAN® MAX IS YOUR ALL-NEW INTERACTIVE AND EDUCATIONAL ROBOT WITH A SENSE OF HUMOUR! CONTROL HIM WITH THE REMOTE CONTROL AND THE KEYS LOCATED ON HIS CONTROL PANEL TO UNLOCK HOURS OF FUN!

MY NAME IS POWERMAN® MAX! THE MOST EVOLVED SPACE ROBOT!

I'M A MARVEL OF TECHNOLOGY THAT IS PROGRAMMABLE, INVENTS YOUR OWN STORIES, AND INCLUDES THE ULTIMATE EDUCATIONAL CONTENT TO LEARN AND HAVE FUN!

I ALSO LIKE TO DANCE, TELL HILARIOUS JOKES AND SHOOT FOAM DISCS ALL OVER THE PLACE!

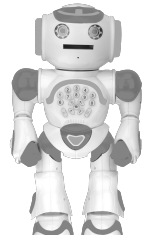
MY SPACESHIP WAS DAMAGED WHEN I APPROACHED YOUR PLANET. WELL, YOU MAY ASK WHY I WOULD WANT TO COME HERE, RIGHT? I DON'T KNOW... IT LOOKED LIKE A FUN PLACE WITH GREAT PEOPLE LIKE YOU!

CAN YOU HELP ME REPAIR MY SHIP AND GO BACK HOME? GREAT, BUT BEFORE WE NEED TO LEARN TOGETHER!

ARE YOU READY?

PACKAGING CONTENTS

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



1 x POWERMAN® MAX robot



1 x remote control



9 x foam disc



1 x instruction manual

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

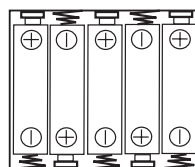
The robot operates with
5 x 1.5V AA/LR6 batteries (not included)

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. Install or replace 5 x AA/LR6 batteries, observing the polarity indicated at the bottom of the battery compartment, and as per the diagram shown opposite.
3. Close the battery compartment and tighten the screw.

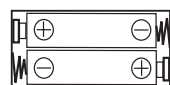


Robot

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. 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.
3. Close the battery compartment and tighten the screw.



Remote

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's 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 to 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: ROB80US

Designed and developed in Europe – Made in China, Shantou

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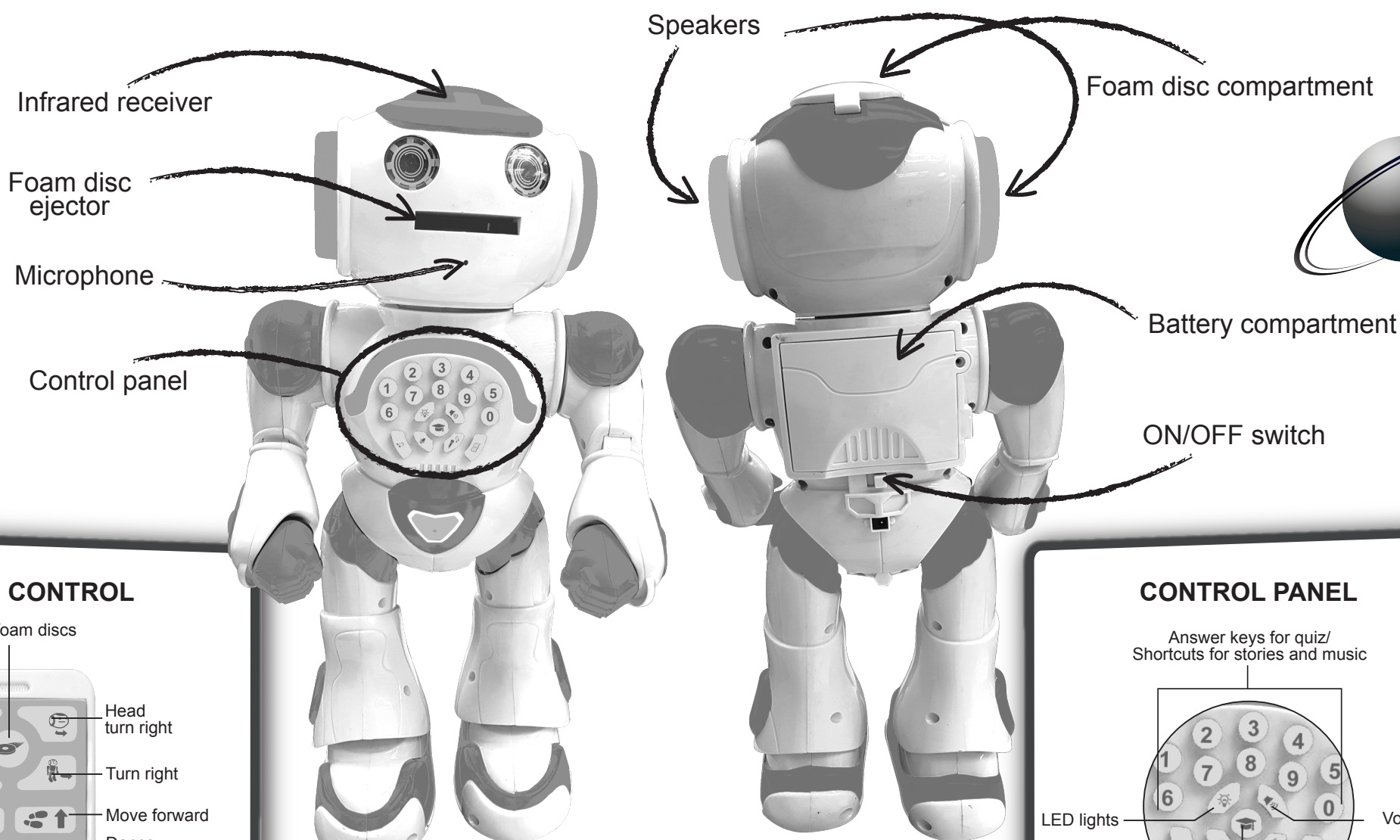


Environmental Protection:

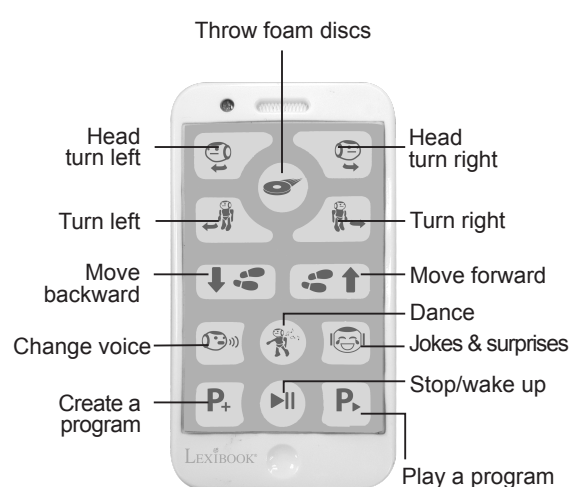
Unwanted electrical appliances can be recycled and should not be discarded along with regular household waste! Please actively support the conservation of resources and help protect the environment by returning this appliance to a collection centre (if available).

IM code: ROB80US_IM2102

DISCOVER POWERMAN® MAX



REMOTE CONTROL



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

CONTROL PANEL



Note : If the robot responds intermittently, the batteries may need to be replaced.

Directional keys

Press these keys to turn the head left or right.



Important! The head can struggle to turn and even become stuck. If the head is stuck or does not turn far enough on one side when it is in central position, turn it with your hands gently towards the side that is stuck, around 45°.



Press these keys to turn left or right.



Press these keys to make a few steps. Press twice to slide on a longer distance.

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.

Voice change



Press this key to change the voice.

Dances



Press this key to play a dance, press again to play another dance.

Jokes & surprises

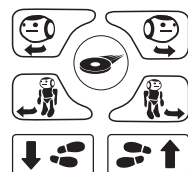


Press this key to listen to a joke or a surprise sound, press again to listen to another one.

Programming



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



- You can add music by pressing **M** or numbers on the chest.
- Once finished, save your program by pressing **P+**
- At any moment, you can play your program by pressing **P-**

Note: any new program or restart of the robot erase the current program.

Sleep mode



Press this key to enter or exit sleep mode. If you don't press any button for some time, POWERMAN® MAX will go into sleep mode automatically to save power and so the remote.

Sleep mode is suitable for short periods of time. If you don't plan to use the robot for a few hours or more, please use the ON/OFF switch.

Lights



Press this key to turn lights on or off.

Volume



Press this key to adjust the sound volume: Low > Normal > High

Voice recorder



Press this key and speak close to POWERMAN® MAX's face. He will repeat after you!

Karaoke



Press this key, speak close to POWERMAN® MAX's face, select a melody by pressing a number between 1 and 7 on the chest. He will repeat with music!

Educational activities



Press this key and a number between 1 and 6 on the chest to launch an educational activity :

- The Champions Quiz!** Test your math and general knowledge with POWERMAN® MAX's riddles. Answer by pressing a number (0-9).
- Animal Sounds!** POWERMAN® MAX will reproduce animal sounds, and let you imitate him!
- The Animal Quiz!** How well do you know the animal sounds? Clap your hands once when you hear the right answer.
- The Musical Instrument Quiz!** How well do you know the musical instruments? Clap your hands when you hear the right answer.
- The Location Quiz!** Will you recognize these sounds of places? Clap your hands once when you hear the right answer.
- Challenges Between Friends!** POWERMAN® MAX will challenge you, and give 15 seconds to complete it! Ask the help of a relative or friend to be the referee.

Warning! POWERMAN® MAX is noise sensitive for activities 3, 4, and 5. Play in a quiet place.

Music



Press this key to play a music, press again to play another music.

Stories



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

- Aesop's Fables** = select one of the 10 Aesop's Fables told by POWERMAN® MAX by pressing a number on the chest (0-9).
- The story maker** = create your own funny and crazy story by pressing 4 numbers on the chest (0-9). 10,000 combinations are possible!