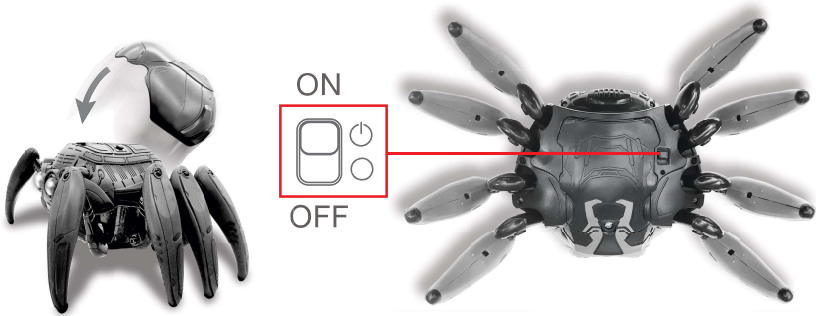


SPIDER-BOT
Interactive Remote Control Bot

INSTRUCTIONS 8+

1 GETTING STARTED
Attach Spider-Bot dome and turn ON.



PAIRING STEPS: Turn on Spider-Bot first and then turn on remote. Lights and sounds will indicate pairing is complete.



SLEEP MODE: Spider-Bot will go to sleep if not activated for 5 minutes. Must turn Spider-Bot to OFF position and then turn back to ON position to re-energize Spider-Bot back to full function mode.



2 BATTLE GAMEPLAY
Battle with other Spider-Bots

DIGITAL LIFE METER

- Total of 10 Digital Lives represented by 5 LEDs on remote.
- Standard Blaster will remove 1 Digital Life or 1/2 an LED on remote.
- Deluxe Blaster will remove 2 Digital Lives or 1 LED on remote.
- After all 10 Digital Lives are depleted and all LEDs are exhausted, the dome of Spider-Bot will pop off and Spider-Bot will power down. Must turn Spider-Bot to OFF position and then turn back to ON position to start over.



DELUXE BLASTER

- All four eyes of Spider-Bot will flash red when activated.
- The Deluxe Blaster removes 2 of your opponent's lives or 1 LED on remote.
- Spider-Bot only has 3 Deluxe Blaster rounds shown in image below. Once each round is used, 1 LED will turn off. All LEDs will turn off after all 3 rounds are used up.
- Once gameplay is over, must turn both Spider-Bot and Remote to the OFF position and then back to ON position to reload Deluxe Blaster ammo.

STANDARD BLASTER

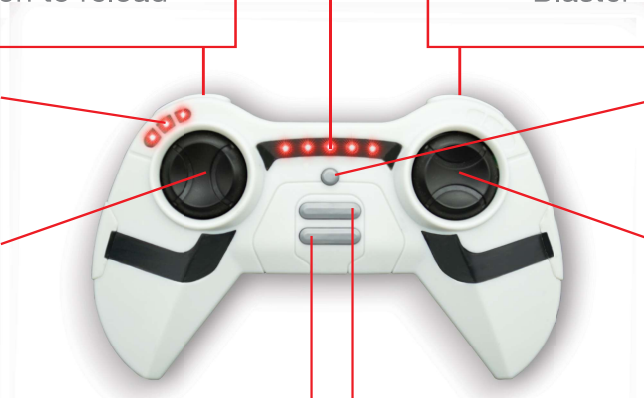
- Two small eyes of Spider-Bot will flash red when activated.
- The Standard Blaster removes 1 of opponent's Digital Life or 1/2 LED on remote.
- Pressing button repeatedly will cause overheating. If the button is pressed 5+ times in a row very quickly within a few seconds, overheating will occur and Spider-Bot will be non-operational for a period of 5 seconds. Standard Blaster will then come back online after 5 seconds.

DELUXE BLASTER AMMO

FORWARD/BACK

SELF DESTRUCT

LEFT/RIGHT



CROUCH BUTTON

- When pressed, Spider-Bot is protected from the Standard Blaster.
- Spider-Bot can still be hit by the Deluxe Blaster.
- Pressing button repeatedly will cause overheating. If button is pressed 6+ times in a row very quickly within a few seconds, overheating will occur and crouching function will be non-operational for a period of 5 seconds. Crouching function will then come back online after 5 seconds.

PROJECTOR SHIELD

- Press button to activate Projector Shield.
- When activated, Spider-Bot is protected from the Standard Blaster.
- Spider-Bot can still be hit by the Deluxe Blaster.
- Projector Shield only lasts for 5 seconds and then needs to recharge for 10 seconds. It will be non-operational while charging.

3 TACTICAL UPGRADES (Sold seperetly, subject to availability)
Upgrade Spider-Bot with unique sounds, light colors, projector shields and custom attributes.



BATTERY INSTRUCTIONS

Do not mix old and new batteries. Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries. Non-rechargeable batteries are not to be recharged. The supply terminals are not to be short circuited. Do not use rechargeable batteries. Remove batteries when not in use or discharged.

BATTERY REPLACEMENT

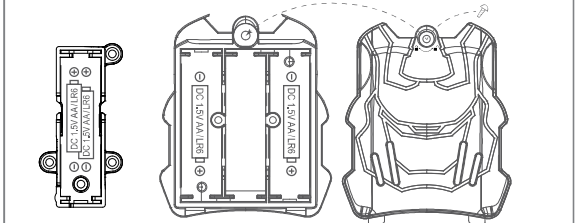
1. Remove the screw to access the battery compartment.
2. Open battery door.
3. Exhausted batteries are to be removed.
4. New batteries are to be inserted with correct polarity.
5. Replace the battery door and secure with screw.



WARNING:

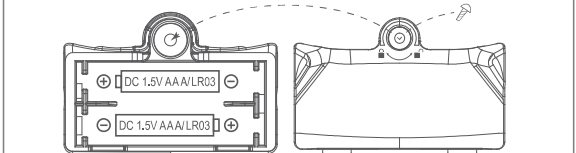
CHOKING HAZARD - Small parts. Not for children under 3 years.

SPIDER-BOT BATTERY DIAGRAM



Spider-Bot: Requires 4x AA 1.5V Batteries (Included)

REMOTE BATTERY DIAGRAM



Remote: Requires 2x AAA 1.5V Batteries (Included)

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. WARNING : Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. 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 experienced radio / TV technician for help.



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