

TRAINABLE DRAGON

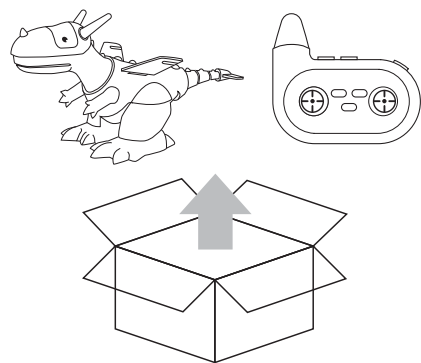
6+

OPERATING INSTRUCTIONS

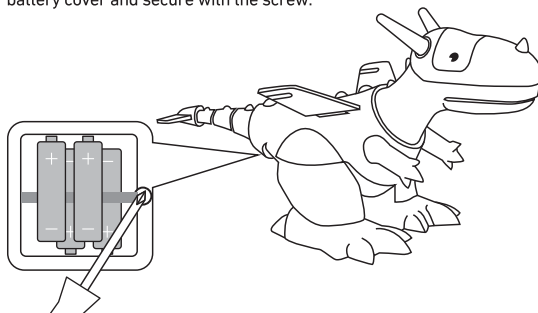
1. Carefully remove items from package, remove the zip tie and tape on the wings before use.

DRAGON

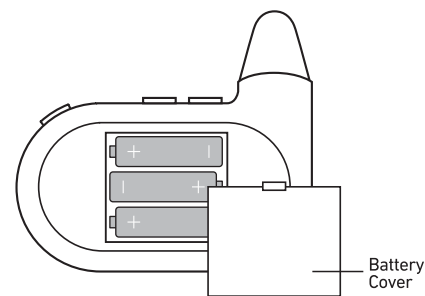
REMOTE



2. The dragon already includes 4 "AAA" 1.5V alkaline batteries installed in the battery case in his back. For best performance, these should be replaced by fresh batteries. Use a Philips head or Cross Screwdriver to remove the screw securing the battery cover plate. Insert fresh batteries following the diagram inside the battery tray. Replace the battery cover and secure with the screw.



3. Locate the battery compartment on the back of the remote. Open the battery compartment. Insert 3 "AA" 1.5V alkaline batteries (not included) according to the diagram inside the battery tray. Replace battery cover and tighten screw.

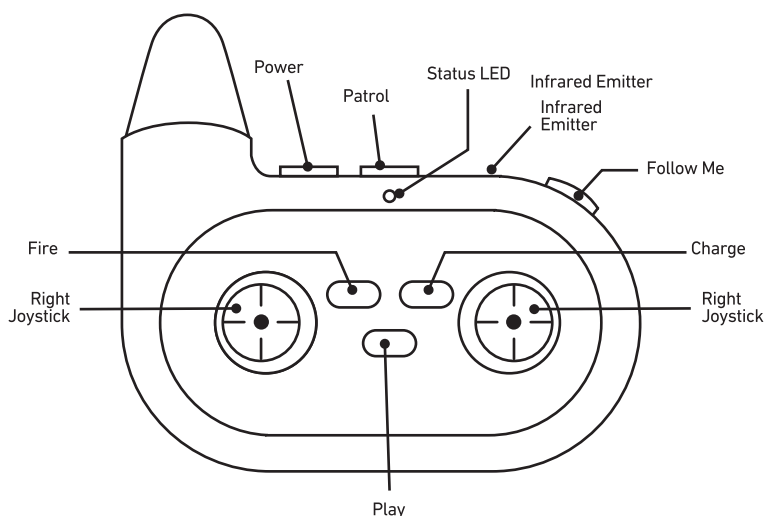


Pairing Controller And Trainable Dragon:

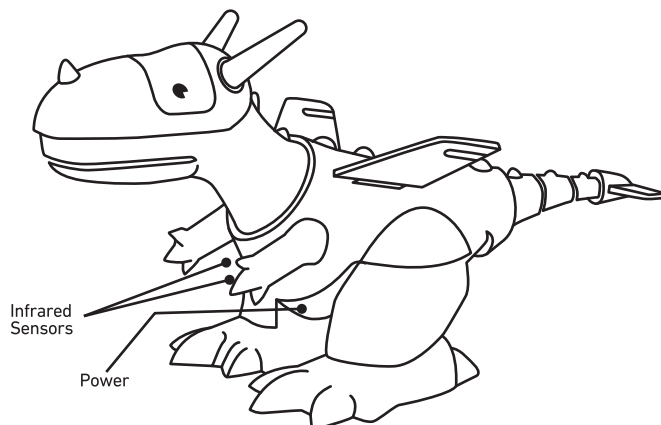
Dragon needs to be "paired" with the controller in order to receive commands. This pairing happens automatically when the two are turned on and close to (10 feet or less) each other.

1. Turn on the Controller. The red status light will slowly pulse.
 2. Turn on the Dragon. The eyes will pulse white.
 3. Steps 1 & 2 should be done within 1 minute of each other or an error could occur. Please switch off both Dragon and remote and try pairing again.
 4. When the two are paired, their respective LEDs will stop pulsing and remain solid and he's ready to play.
- If either the Controller or Dragon are turned off (or power off), they will need to be paired again.
 - Press and hold the power button on the Controller for a few seconds to turn it off.

Remote:



Dragon:



SAFETY WARNINGS

PLEASE READ ALL SAFETY WARNINGS BEFORE USE

- Avoid water when operating.
- Adult supervision required.
- Indoor use only. Hard floors preferred. Use on carpet not recommended.
- Do not submerge robot or controller in water.
- Do not use people or animals as obstacles.
- Do not run dragon into furniture objects or hard surfaces as this will cause damage to both the objects and dragon. • Keep fingers, hair and loose clothing away from the tires, gears and motor while robot is switched to "ON".
- Do not leave dragon or transmitter near sources of heat or under direct sunlight for long periods of time.
- Remove all batteries when not in use to avoid accidental operation.
- Adult supervision is recommended when operating dragon.
- Thoroughly inspect products before every use. If the product appears worn, frayed/splintered, cracked, or broken in any manner, discontinue use and discard immediately.

ALKALINE BATTERY WARNING:

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Alkaline batteries are recommended. Use only the specified voltage.
- Insert batteries using the correct polarity. Always use, replace, and recharge (if applicable) batteries under adult supervision.
- Do not charge with non-rechargeable batteries.
- Do not short-circuit the battery supply terminals.
- Do not dispose of batteries in fire, batteries may explode or leak.
- Remove batteries before storing.
- Recycle or dispose of batteries according to federal, state, and local laws.

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

Warning: Changes or modifications to this unit 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 an experienced radio/TV technician for help.
- 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.

©2018 MerchSource, LLC. Irvine, CA 92618. All rights reserved.

Due to continuous product improvements, the pictures on this manual may differ slightly from the actual product.

KEEP THIS INSTRUCTION MANUAL AS IT CONTAINS IMPORTANT INFORMATION FOR FUTURE REFERENCE.

FOR TECHNICAL SUPPORT, PLEASE CALL

1-800-374-2744

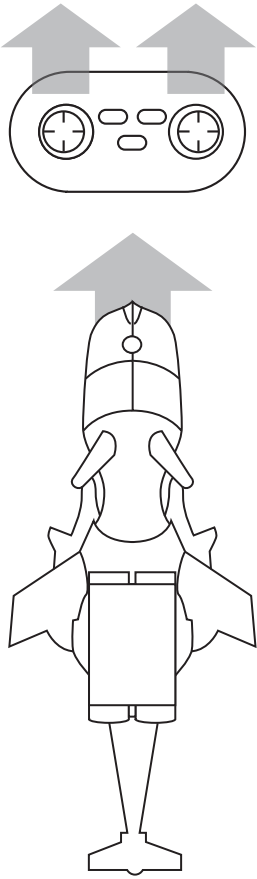
TRAINABLE DRAGON

6+

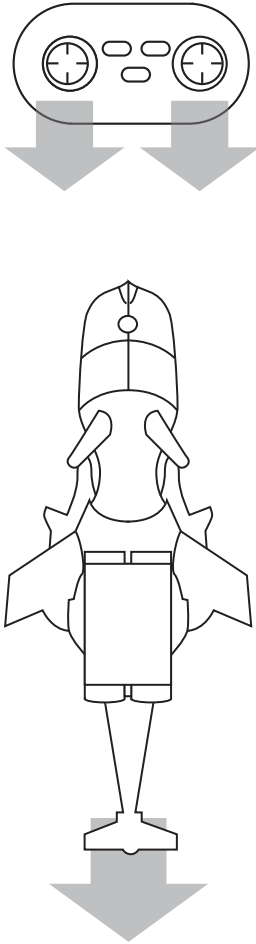
OPERATING INSTRUCTIONS

Directional Controls: Your Dragon loves to travel. His eyes turn green with joy.

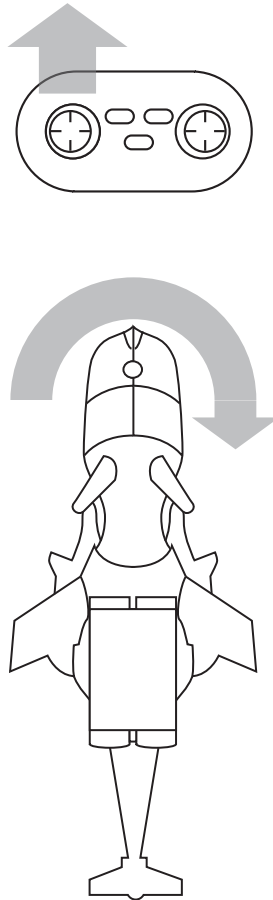
Press and Hold:



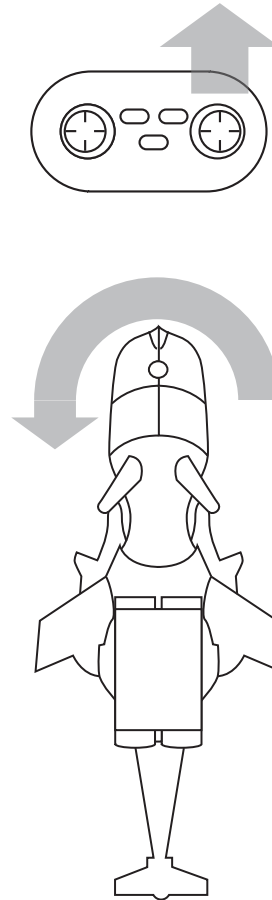
Press and Hold:



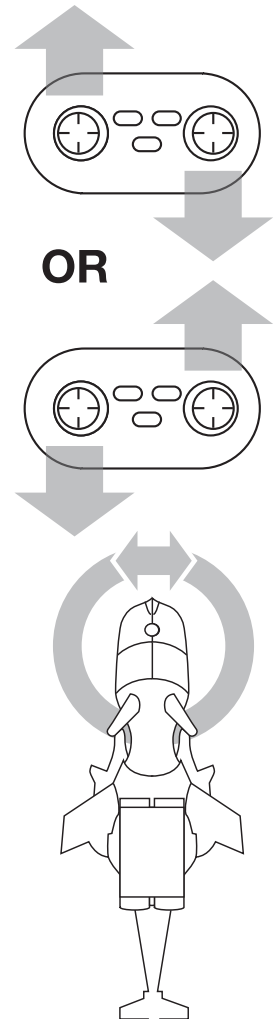
Press and Hold:



Press and Hold:



Press and Hold:



OR

FOLLOW ME

Push and hold the button and the Dragon will come to you.

- The Controller must be in line-of-site of the Dragon.
- Point the Infrared Emitter (next to the button on top of the Controller) at the Dragon.
- For best results, the Controller should be no more than 3 feet above the floor.
- Fluorescent lights and sunlight can affect your Dragon's ability to receive signals from the Controller. If this occurs, move Dragon and Controller to a new area.

PLAY

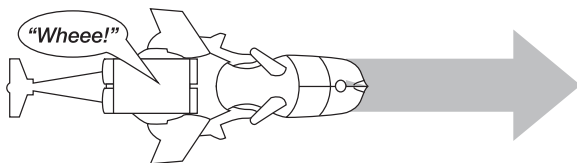
Your Dragon is very playful. Press the Play button to see how much fun he can have!

FIRE

The Dragon wants to show that he's fierce! Push the button and his eyes will glow yellow and he will open his mouth to show his fiery breath and roar.

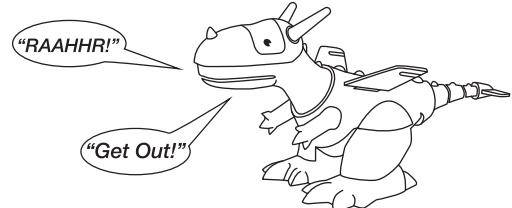
FLY

Dragons love to fly. Your Dragon can't do it yet, but it doesn't mean that he can't try. Push the Fly button and the Dragon will flap his wings and race forward.



PATROL

When this button is pushed, the Dragon will spin around looking for intruders. If he detects someone, he will stop, his eyes will glow red and he will "flame" the intruder!



TIRED MODE

If you're not playing with him, your Dragon will get sleepy. His eyes will turn blue, and after a few minutes, he will even snore. If he falls into a deep sleep, he'll stop snoring and the only way to wake him up will be to push his power button and repeat the pairing process with the Controller. In fact, the Controller will go to sleep after five minutes of inactivity as well.

LOW BATTERY

If the Dragon's batteries get low, his eyes will turn red and start flashing. Have an adult feed him fresh batteries. Yum! The Controller likes fresh batteries too. It's LED will rapidly flash red when its batteries are low.

OBSTACLE AVOIDANCE

Whether he's being directly controlled or in another mode, the Dragon dislikes obstacles. If he detects one on his travels, he'll stop and yell, and then attack with "fire."