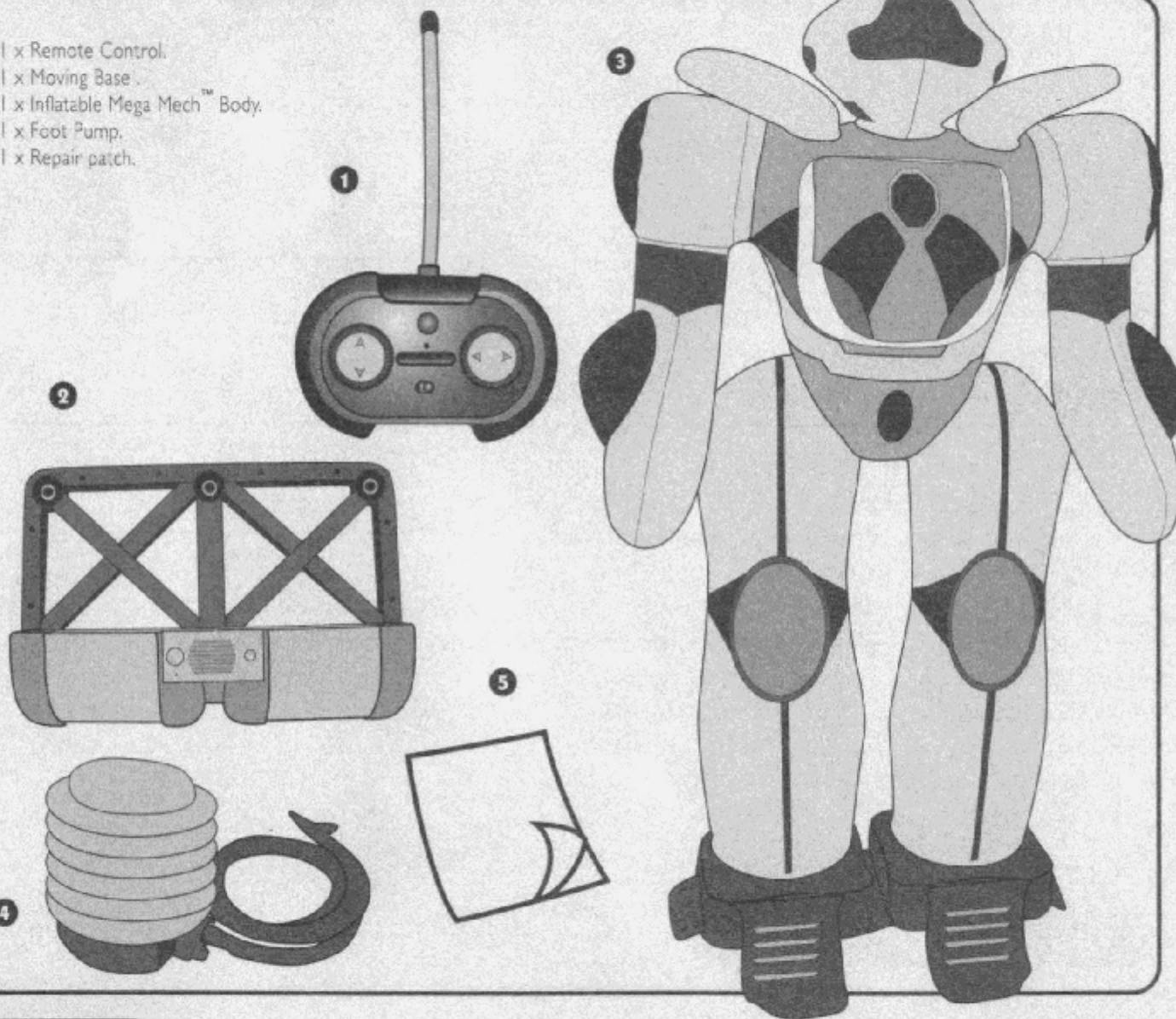


AGES 5+

Parts List

1. 1 x Remote Control.
2. 1 x Moving Base.
3. 1 x Inflatable Mega Mech™ Body.
4. 1 x Foot Pump.
5. 1 x Repair patch.



Warning

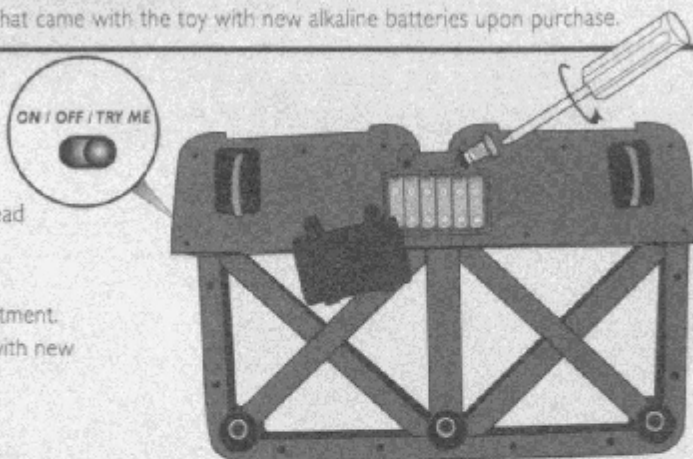
- Adult setup and supervision required at all times
- Adult should instruct children on proper use of this toy
- Only for children ages 5 or above
- Do not hang on, stand on, or tackle this product
- Do not use a high pressure pump to inflate
- Do not use electric air pump if water or moisture is present, this may result in electric shock
- Do not climb on this product
- Do not ride on this product
- Keep away from fire
- Do not immerse this toy in water
- Play on hard surface only
- Play on flat surface only
- Do not over-inflate

Initial Setup & Battery Replacement

Important: Only ADULTS should replace batteries. Replace all batteries that came with the toy with new alkaline batteries upon purchase.

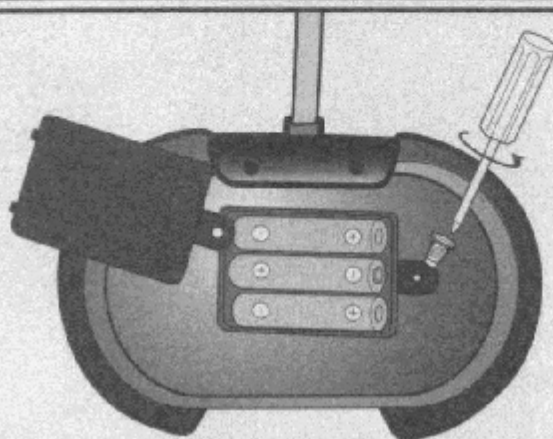
Moving Base

1. Take out the Moving Base from the package (For initial setup only)
2. Look for "On/Off/Try-me" slide switch
3. Slide the switch from "TRY ME" to "OFF" position
4. Loosen screw in battery compartment door with a Philips/ cross head screwdriver (not included)
5. Remove battery compartment door
6. Remove and discard all batteries located inside the battery compartment.
For the best performance, we recommend replacing the batteries with new alkaline batteries upon purchase.
7. Insert 6 x new "AA" Alkaline batteries in the orientation shown
8. Replace and secure the battery compartment door



Remote Controller

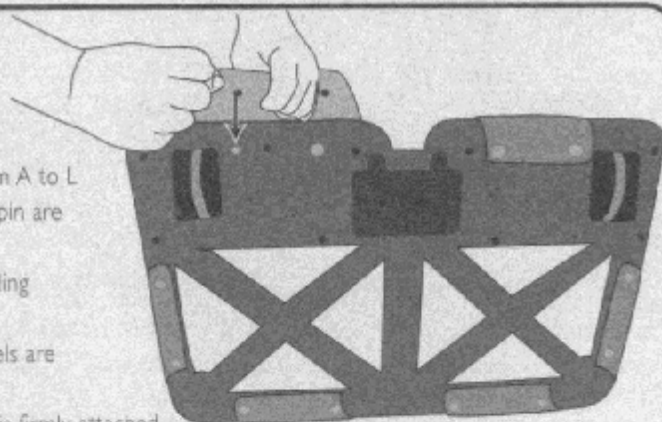
1. Take out the Remote controller from the package (For initial setup only)
2. Look for "On/Off" slide switch
3. Confirm that the switch is in the "OFF" position
4. Loosen screw in battery compartment door with a Philips/ cross head screwdriver (not included)
5. Remove battery compartment door
6. Insert 3 x new "AAA" Alkaline batteries in the orientation shown
7. Replace and secure the battery compartment door



Installing the Inflatable Robot to the Moving Base

NOTE: Installation must be done before inflating Mega Mech™

1. Remove the inflatable robot from its packaging
2. Locate the 6 assembling flaps on the base of the inflatable robot
3. There are 2 attachment holes on each flap, the 12 holes are labeled from A to L
4. Locate the 12 assembly pins on the bottom of the Moving Base, the 12 pin are labeled from A to L
5. According to the labels, match the attachment holes with its corresponding assembly pins
6. Starting with "A", wrap the flap around the Moving Base so that the labels are no longer visible
7. Press the hole over its corresponding pin until it is pushed through and is firmly attached
8. Repeat steps 6 and 7 for B to L in alphabetical order



IMPORTANT: After installation, do not attempt to take apart as this would damage the product.

SAFETY CHECKLIST: READ BEFORE USING

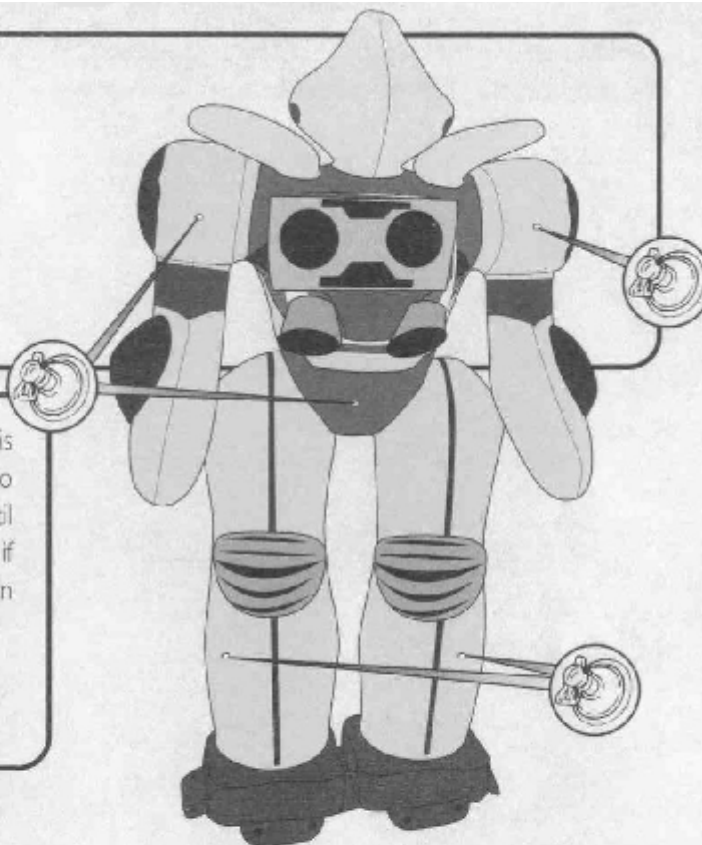
Inflating:

- The inflation and deflation should only be done by an adult.
- All inflatables are sensitive to cold, therefore never unfold or inflate in temperatures below 50° F.
- Once inflated, make sure that the product does not come in contact with stones, gravel or other sharp objects which could puncture the inflatable.
- Do not use compressed air to inflate the product. Use a hand or foot pump. Do not over inflate.
- Please inflate the air-chambers in correct sequence as shown. You should be able to see some creases at welding seams.
- To inflate product, pinch the stem of the safety valve to allow air in. When fully inflated, close safety valve by pushing it down gently. To deflate, pull up safety valve and press stem together to let out the air.
- To prevent premature material fatigue refrain from exposing the product to sunlight unnecessarily. Sun can cause hot air to expand so let out air accordingly.

How to Inflate Mega Mech™

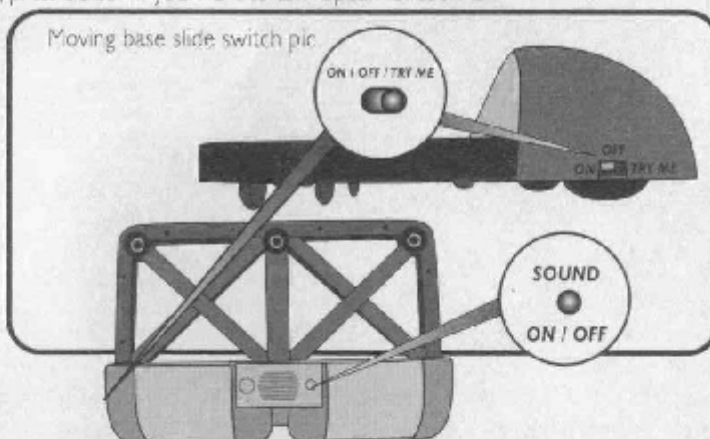
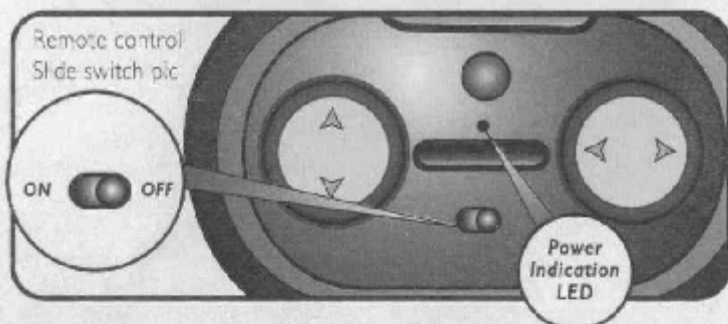
1. Unfold the inflatable robot
2. Locate all 5 air valves on the inflatable robot- left/ right arm, left/ right leg, and torso
3. Fill the air valves as full as possible with air (do not over inflate)
4. Close air valves completely
5. Repeat inflating process for all air valves

NOTE: Fill inflatable with air until the inflatable is firm and solid. If there is any straining at the seams, the inflatable is over inflated. If any seam begins to strain, immediately stop inflation and release air to reduce the pressure until all signs of stress on the inflatable are gone. **DO NOT** use the inflatable if there is straining at the seams. Use of an over inflated inflatable can result in serious injury, paralysis or death.



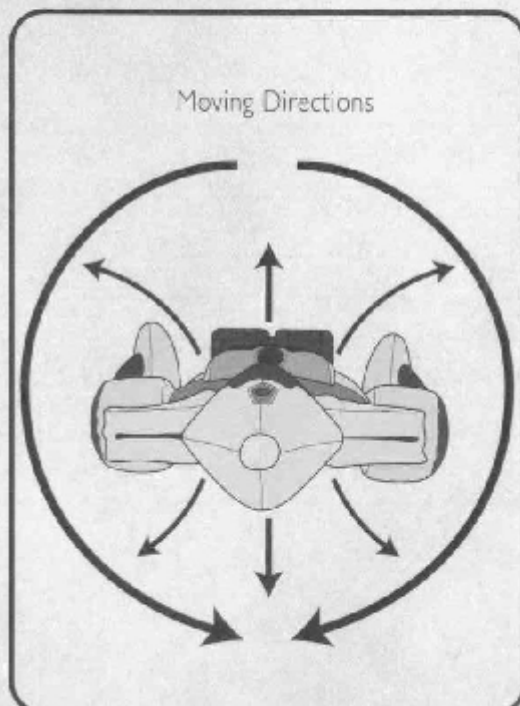
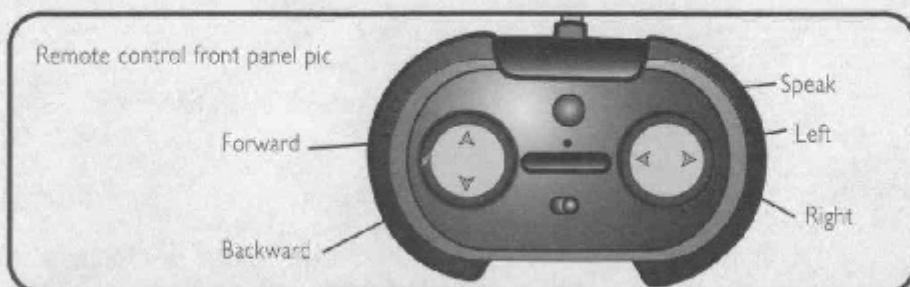
How to Power Up Mega Mech™

- Simply slide the ON/ OFF/ TRY ME switch on the Moving Base and Remote Control to the "On" position.
- Power indication LED lights up to show Mega Mech™ is switched on.
- Speak function is On when the Sound ON/OFF button is indented, press button if you want to turn Speak function Off



How to Control Mega Mech™

Button	Description
Speak	Speaks in its robotic voice
Forward	Moves forward
Backward	Moves backward
Left	Spins in anti-clockwise direction
Right	Spins in clockwise direction
Forward + Left	Moves forward while turning left
Forward + Right	Moves forward while turning right
Backward + Left	Moves backward while turning left
Backward + Right	Moves backward while turning right



After Use Storage

1 Thoroughly Deflate the inflatable Mega Mech™ body.

2 Remove All batteries before storage

NOTE: Always store the product in a dry place. Never leave outside when not in use!

3 After the product has completely deflated, carefully fold up and store in a secure location away from children.

Repair Patch Instructions

For your convenience, a repair patch has been included to repair holes in the inflatable section.

Do not use the patch for holes or rips on the seam.

In the event of an accidental puncture, cut out a suitably sized patch. Make sure you round the corners of your repair patch to avoid peeling. Make sure area to be patched is clean. Press patch firmly over the puncture. Do not inflate for 20 minutes.

Warning

While every attempt is made to embody the highest degree of protection in all equipment, we cannot guarantee freedom from injury. The user assumes all risk of injury due to use. All merchandise is sold on this condition, which no representative of the company can waive or change.

Battery Warnings

- Use alkaline batteries recommended
- Do not use rechargeable batteries
- Non-rechargeable batteries are not to be recharged
- Do not mix old or new batteries
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) 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.
- Please keep this information for future reference.
- Remove batteries from the product before extended storage

Care & Maintenance

Clean the product surface (plastic parts) with a damp cloth.

Do not immerse this toy in water

Do not expose product to direct sunlight for long periods of time

If movement or voice from this toy become faint, please replace the batteries

Do not take this toy apart since no serviceable parts are available.

Repair Patch Instructions

For your convenience, a repair patch has been included to repair holes in the inflatable section.

Do not use the patch for holes or rips on the seam.

In the event of an accidental puncture, cut out a suitably sized patch. Make sure you round the corners of your repair patch to avoid peeling. Make sure area to be patched is clean. Press patch firmly over the puncture. Do not inflate for 20 minutes.

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 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.

FCC ID: NS636691-27

Note:

To extend battery life of Mega Mech, please turn off the power of Moving Base and Remote Control after use.



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Colors and content may vary
Conforms to ASTM F963