

READ CAREFULLY AND KEEP FOR FUTURE REFERENCE

DO NOT RIDE

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CONTENTS OF THE PACKAGE

Ralf - the friendly puppy

Bowl

Bone

Instructions

Transmitter

Stickers

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POWER SUPPLY

- RALF: 6 x 1.5 volt transistor alkaline batteries
(LR 14- C)
- TRANSMITTER: 1 x 9 volt alkaline transistor battery
(6 LR 61)
- Bowl: 3 x 1,5 volt alkaline transistor battery
(3 LR 6)

1. Open the battery compartment.
2. Introduce the batteries making sure that the + and - poles match the respective signs indicated in Ralf 's battery compartment and in the transmitter.
3. Be sure the batteries are well pressed against the contacts, allowing thus the free flow of the current.
4. Close both covers and place the switches in "ON" position.

CAUTION:

1. Before changing the batteries, make sure that Ralf's and the transmitter switches are in "OFF" position.
2. Pay attention to the correct polarity of the batteries.
3. Avoid utilising used batteries along with new batteries or different battery types (e.g.: alkaline and zinc chloride batteries).

4. Run-down batteries should be removed from the toy and disposed in the specially provided recycling bins.
5. If you do not intend to use Ralf for a long time, remove all batteries.

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RALF

Luminous eyes

Ears

They move up and down while he moves and can be removed

Movable head

The head moves vertically

Prehensile mouth

Paws

Tail

He wags its tail while moving and can be removed

TRANSMITTER

Antenna

Growl Control

Button D

Bark Control

Button C

Left / Right

Lever B

On

Off

Guard

Forward/Backward

Lever A

Head control

Button E

Radio Controlled / Transmitter at 27 MHz

HOW TO PLAY WITH RALF

Place the transmitter's switch in "ON" position. Following this operation, the light display (LED) will turn on.

Turn Ralf on by placing the switch located under the tail in "ON" position. The eyes will light up, the rear paws will be raised and Ralf will bark as if he were a real puppy.

If you make Ralf move on smooth floor with new batteries, switch the buttons of the transmitter and of Ralf in "ON" position. If making when batteries are not fully charged or when making Ralf move on carpet / moquettes floors, switch the button of the Transmitter in "ON2" position and the button on Ralf in "ON" position.

- To make Ralf move FORWARD and BACKWARD it is enough to push the A lever on the transmitter.

- To make Ralf move RIGHT and LEFT, it is enough to push the B lever on the transmitter.

- To make Ralf BARK it is enough to push button C on the transmitter.

- To make Ralf GROWL it is enough to push button D on the transmitter.

- To make Ralf's head move UP and DOWN it is enough to push button E on the transmitter.

HOW TO PLAY WITH RALF

Ralf can also.....

1. Act as a watchdog

(Place the transmitter button in the "GUARD" position and the Ralf's button in "ON" position) Ralf will start to bark when someone passes close to it (within 50 cm. / 1 m.) or when the lights are turned on, in a dark or poorly illuminated place. Placing the transmitter button in "OFF" position and the Ralf button in "NIGHT" position, Ralf will bark without changing position. This function allow to keep Ralf on during the night with a low consumption of batteries.

2. "Eat" and "drink" (sound effects)

Inside the package you will find a bowl divided in two sections: one part representing food and the other one water. To make Ralf "eat" or "drink", you need to lower the head over the bowl (through the special button on the remote control) and when the snout touches the surface, then sounds can be heard.

3. Carry things

Ralf has a prehensile mouth and can carry light objects (not heavier than 300gr - like its bone, the paper or the slippers) from place to another. It is enough to place the object inside Ralf's mouth and guide it towards the desired direction. When the object is taken away, Ralf will complain by growling.

TROUBLESHOOTING

Read carefully the following instructions and make sure that you carried them out correctly.

If Ralf does not move

- Some batteries are missing.
- The batteries might be run-down.
- Ralf's or the transmitter switch might not be turned on.

If Ralf difficulties in moving

- It might be a radio interference.
- It might be another radio-controlled toy or another radio amateur in the vicinity who is using the same frequency band.
- It might be interference produced by high tension lines, AT transformer, particular buildings with cement walls, restricted places that determine a dispersion of radio signals sent by the transmitter, making it difficult for Ralf to receive the signals

In this case, it would be wise to move Ralf in another place or try to play with it at a different time.

If Ralf does not move quickly

- The batteries might be run-down.
- Replace the batteries even if the lights and the sound effects are functioning.

If it does not work...

PROBLEMS

- Ralf does not emits sounds
- while eating or drinking from the bowl.
- Ralf does not growl when you take away its bone or
- another object from its mouth.

POSSIBLE CAUSES

- You did not well match the contact points between the bowl and Ralf's mouth.
- Batteries are run-down.
- The growl can be interrupted if the object is taken away from it with an abrupt movement

SOLUTIONS

Place Ralf's mouth on the bowl at the centre of the food or of the water surface.

Replace the bowl's batteries

Try placing better the object
inside Ralf's mouth and to extract it more carefully

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SAFETY PRECAUTIONS

1. Do not play with Ralf in dangerous places (fig. 1)
2. Keep Ralf away from heat sources
3. Do not leave Ralf outside overnight: humidity could damage it
4. Do not play with Ralf in puddles (fig. 2)
5. Do not keep the product with the batteries inserted
6. Do not combine charged and run down batteries; always replace all the batteries at the same time
7. Do not attempt to recharge standard batteries (alkaline - zinc chloride - etc.)
8. Do not use nickel cadmium accumulators
9. Battery contacts should not be short-circuited
10. The batteries should be inserted in the toy by an adult

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 needed.
- Consult the dealer or an experienced radio/TV technician for help.