

SHARPER IMAGE®

LARGE BOXING ROBOTS (SET OF 2)

Item No. 204458

Owner's Manual



Thank you for purchasing the Sharper Image Large Boxing Robots. Please take a moment to read these instructions and keep them for future reference.

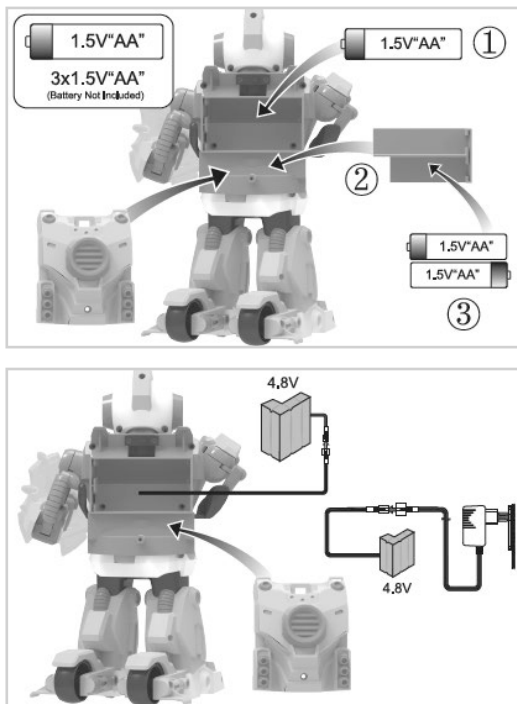
PACKAGE CONTENTS

- 2 Boxing Robots
- 2 Remote Control Transmitters
- 1 User's Manual

FEATURES

- Remote controlled Boxing Robots
- Accelerometer technology mimics the motions of your hands
- Color-changing LED lights
- Exciting sound effects
- Built-in automatic scorekeeping
- Battery powered [requires 2 9V and 6 AA batteries, not included]
- 3-frequency Transmitter [allows up to 3 different Robots to fight at the same time]

SET UP



1. Insert one 9V battery into each Remote Control Transmitter.
2. Insert THREE AAA batteries into each Robot.

NOTE: Within the battery compartment there is a removable tray that allows access to the third battery slot.

3. Switch on one Robot [slide the red switch on the back of the Robot to the LEFT]. The LED light in the Robot's chest plate will flash BLUE/GREEN.
4. Switch on one Remote Control Transmitter. Set the Transmitter channel switch to "A." When both the RED and GREEN LEDs are illuminated on the Transmitter, your Robot will flash BLUE, indicating he is ready to fight!
5. Repeat the steps above with the second Robot. Be sure that the Transmitter switch is on a different channel ["B" or "C"].
NOTE: The Transmitters have 3 channels, so you can have up to three Robots fighting at the same time. Just be sure each Robot is on a different channel.
6. Swords and shields are optional equipment, for use in your own gaming variations.

CONTROLLING THE ROBOTS

- Once your Robot is ready, hold the Remote Control Transmitter with two hands [one grip in each hand].
- Quickly extend your left hand and your Robot will throw a left punch.
- Quickly extend your right hand and your Robot will throw a right punch.
- Throw a succession of left-right combinations to make the Robot move forward while punching.
- Repeated lefts or rights will make the Robot rotate clockwise or counter-clockwise.

NOTE: Shaking the Transmitters too fast will result in sound only [no punches]. Practice your moves to find the right speed!

STRATEGY TIP: The RIGHT arm has a longer reach but takes longer to retract. The LEFT arm has a shorter reach but takes less time to retract.

OBJECT OF THE GAME

The object of the game is to outbox your opponent and land five direct hits on his LED chest plate. Each direct hit will result in “battle damage” sound effects and a change of the LED color as follows:

FLASHING BLUE = No hits [Full strength]
FLASHING GREEN = One hit [Minimal damage]
FLASHING RED/GREEN = Two hits [Moderate damage]
FLASHING RED/GREEN = Three hits [Severe damage]
FLASHING RED = Four Hits [Critical condition]
FLASHING RED + DAMAGE SOUNDS = Five Hits [Robot defeated/Game over]

RESETTING THE ROBOT

When the match is over, you must reset the defeated Robot. Turn OFF the Robot first, then turn OFF the Transmitter. Wait 10 seconds and turn the Robot ON, then turn ON the Transmitter.

TROUBLESHOOTING / BATTERY REPLACEMENT

Most trouble [poor connection, malfunction, no sound, etc.] is a sign of weak batteries. If you notice the Robot operating slowly or malfunctioning, please replace the Robot batteries. [Do not mix old and new batteries.] If the lights on the Transmitters are dim or out, please replace the Transmitter battery.

WARNING

WARNING CHOKING HAZARD - Small Parts. Not for children under 3 years.

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.

WARRANTY / CUSTOMER SERVICE

Sharper Image branded items purchased from SharperImage.com include a 1-year limited replacement warranty. If you have any questions not covered in this guide, you may call our Customer Service department at 1 (877) 210-3449. Customer Service agents are available Monday through Friday, 9:00 a.m. to 6:00 p.m. ET.

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