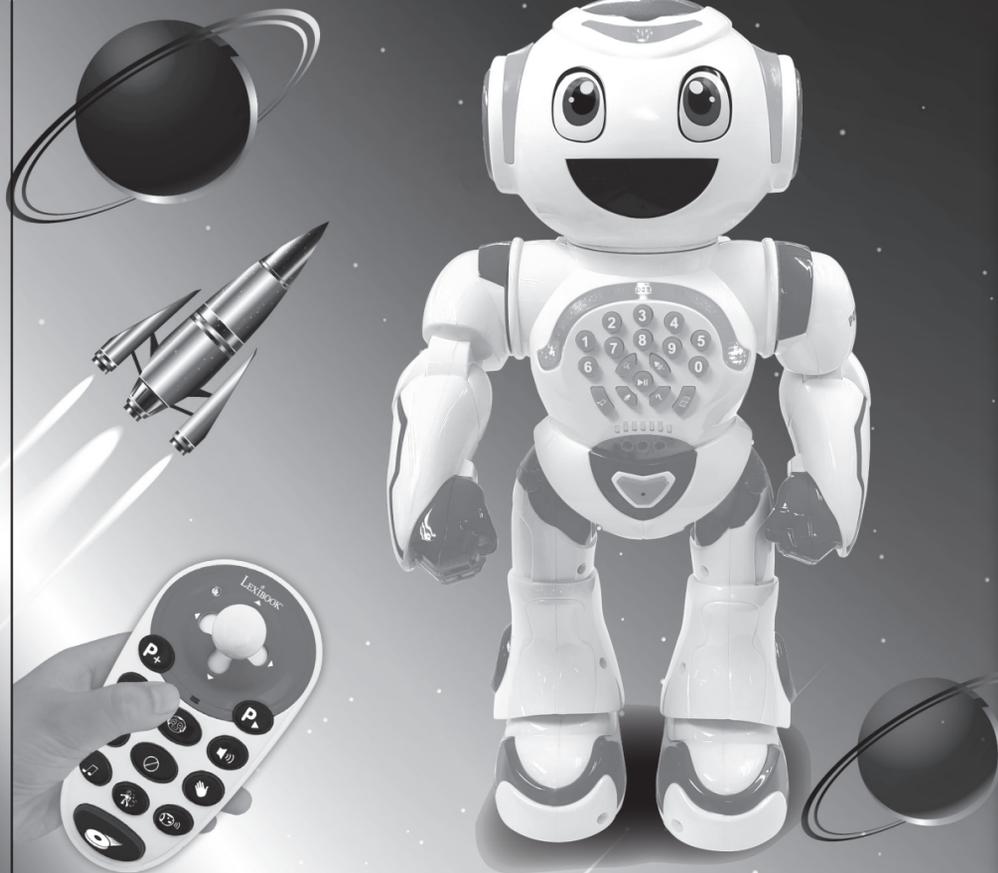


# POWERMAN® STAR

## THE INTERACTIVE EDUCATIONAL ROBOT

**POWERMAN® STAR IS YOUR ALL-NEW INTERACTIVE AND EDUCATIONAL ROBOT WITH A SENSE OF HUMOUR! CONTROL HIM WITH THE REMOTE CONTROL AND THE KEYS LOCATED ON HIS CONTROL PANEL TO UNLOCK HOURS OF FUN!**



**MY NAME IS POWERMAN® STAR! THE MOST EVOLVED SPACE ROBOT!**

**I'M A MARVEL OF TECHNOLOGY THAT IS PROGRAMMABLE, INVENTS YOUR OWN STORIES, AND INCLUDES THE ULTIMATE EDUCATIONAL CONTENT TO LEARN AND HAVE FUN!**

**I ALSO LIKE TO DANCE, TELL HILARIOUS JOKES AND SHOOT FOAM DISCS ALL OVER THE PLACE!**

**MY SPACESHIP WAS DAMAGED WHEN I APPROACHED YOUR PLANET. WELL, YOU MAY ASK WHY I WOULD WANT TO COME HERE, RIGHT? I DON'T KNOW... IT LOOKED LIKE A FUN PLACE WITH GREAT PEOPLE LIKE YOU!**

**CAN YOU HELP ME REPAIR MY SHIP AND AND GO ON NEW ADVENTURES? GREAT, BUT BEFORE WE NEED TO LEARN TOGETHER!**

**ARE YOU READY?**

**INSTRUCTION MANUAL**

**ROB85EN**

**LEXIBOOK®**

### PACKAGING CONTENTS

When opening the product's packaging, please ensure that the following elements are included:



1 x POWERMAN® STAR robot 1 x remote control 9 x foam discs 1 x instruction manual

**WARNING :** All packaging materials, such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety.

### BATTERY REQUIREMENTS

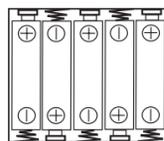
The robot operates with 5 x 1.5V AAA/LR6 batteries (not included)

The remote control operates with 2 x 1.5V AAA/LR6 batteries (not included)

#### ROBOT:

Battery installation or replacement

1. Use a screwdriver to loosen the screw on the battery compartment located at the back of the robot.
2. Install or replace 5 x AA/LR6 AAA batteries, observing the polarity indicated at the bottom of the battery compartment, and as per the diagram shown opposite.
3. Close the battery compartment and tighten the screw.

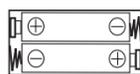


Robot

#### REMOTE CONTROL:

Battery installation or replacement

1. Use a screwdriver to loosen the screw on the battery compartment located at the back of the remote control.
2. Install or replace 2 x AA/LR6 AAA batteries, observing the polarity indicated at the bottom of the battery compartment, and as per the diagram shown opposite.
3. Close the battery compartment and tighten the screw.



Remote

**Note :** Switch off the power before replacing batteries. Use only alkaline batteries, other type of batteries may affect the performance.

Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are only to be charged under adult supervision. Different types of batteries or new and used batteries are not to be mixed. 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. Do not throw batteries into a fire. Remove the batteries if you are not going to use the toy for a long period of time. Batteries shall not be exposed to excessive heat such as sunshine, fire or the like.

**WARNING :** Malfunction or loss of memory may be caused by strong frequency interference or electrostatic discharge. Should any abnormal function occur, remove the batteries and insert them again.

### MAINTENANCE AND WARRANTY

Only use a soft, slightly damp cloth to clean the unit. Do not use detergent. Do not to expose the unit to direct sunlight or any other heat source. Do not immerse the unit in water. Do not dismantle or drop the unit. Do not try to twist or bend the unit.

This product is covered by our 2-year warranty.

For any claim under the warranty or after-sales service, please contact your distributor and present a valid proof of purchase. Our warranty covers any manufacturing material and workmanship defect, with the exception of any deterioration arising from the non-observance of the instruction manual or from any careless action implemented on this item (such as dismantling, exposing to heat and humidity, etc.). It is recommended to keep the packaging for any further reference.

In a bid to keep improving our services, we could implement modifications on the colours and the details of the product shown on the packaging.

**WARNING!** Not suitable for children under 3 years. Choking hazard – Small parts.

**NOTE:** Please keep this instruction manual, it contains important information.

Reference: ROB85EN

Designed and developed in Europe – Made in China

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#### United Kingdom & Ireland

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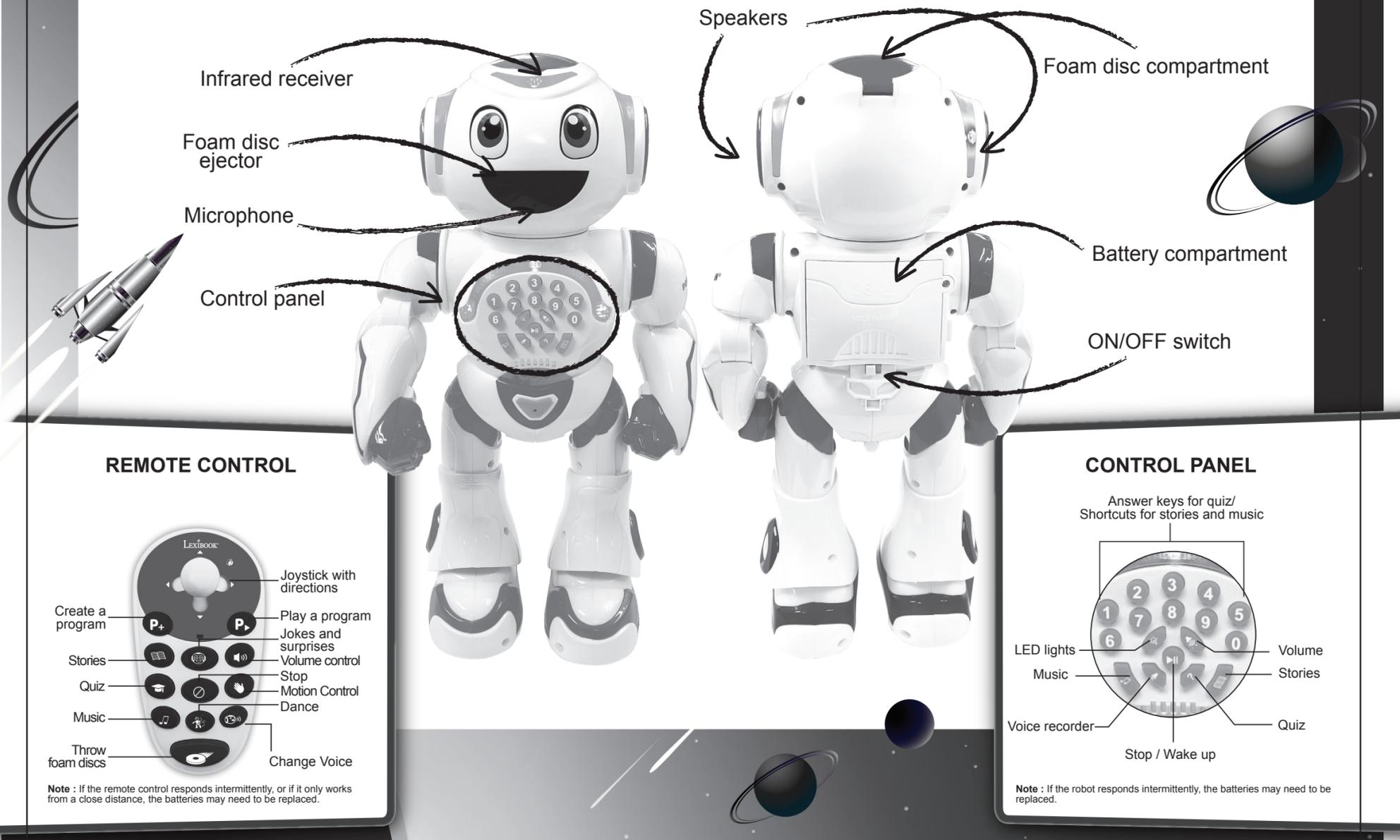
#### Environmental Protection:

Unwanted electrical appliances can be recycled and should not be discarded along with regular household waste! Please actively support the conservation of resources and help protect the environment by returning this appliance to a collection centre (if available).

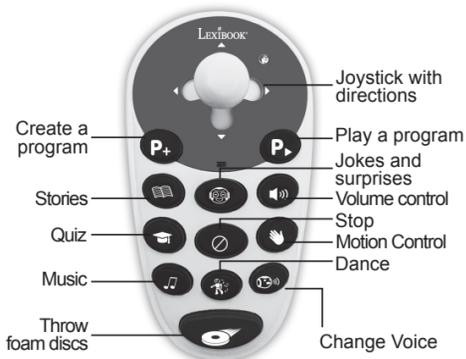


IM Code: ROB85EN\_IM2181

## DISCOVER POWERMAN® STAR

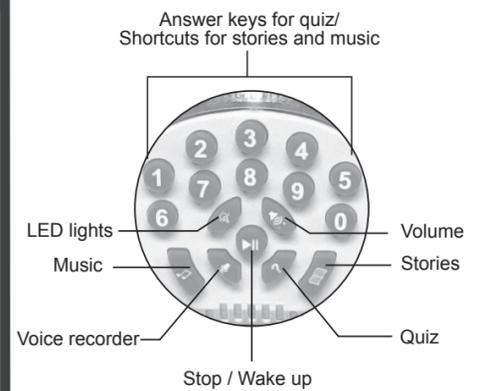


### REMOTE CONTROL



**Note :** If the remote control responds intermittently, or if it only works from a close distance, the batteries may need to be replaced.

### CONTROL PANEL



**Note :** If the robot responds intermittently, the batteries may need to be replaced.

## OPERATION

### Directional keys

Use the joystick to move forward, backward or to the left and right. Short press to take a few steps, long press to make the robot slide!

### Volume

Press this key to adjust the sound volume: Low > Normal > High

### Sleep mode

Press this key to stop any of POWERMAN's actions. If you don't press any button for some time, POWERMAN® STAR will go into sleep mode automatically to save power and so will the remote.

Sleep mode is suitable for short periods of time. If you don't plan to use the robot for a few hours or more, please use the ON/OFF switch.

### Lights

Press this key to turn the lights on or off.

### Start/Pause

Press this key to enter or exit sleep mode. If you don't press any button for some time, POWERMAN® will go into sleep mode automatically to save power and so will the remote.

## HAVE FUN WITH POWERMAN® STAR

### Jokes & surprises

Press this key to listen to a joke or a surprise sound.  
• Have a guess, what do you call a penguin in the desert?

Press again to listen to another one!

### Motion Control

- Press this key and use gestures to control POWERMAN's movements
- **Turn right:** Swipe your hand just below the robot's belly from left to right - POWERMAN will turn toward the right.
  - **Turn left:** Swipe your hand just below the robot's belly from right to left - POWERMAN will turn toward the left.
  - **Move forward:** Swipe your hand from top to bottom in front of the robot's belly, and then away from the Robot - the robot will go forward.
  - **Move backward:** Place your hand around 20cm in front of the robot's belly, below its chest, and bring your hand toward the robot and hold it there until it starts to move backward. To stop the gesture control function, simply press the button again.

This function works better in a clear and luminous space with no obstacles.

### Voice recorder

Press this key and speak close to POWERMAN® STAR's face. He will repeat after you!

### Stories

Press this key and 1 or 2 on the chest to select between :

- 1 **Aesop's Fables** = select one of the 10 Aesop's Fables told by POWERMAN® STAR by pressing a number on the chest (0-9).
- 2 **The story maker** = create your own funny and crazy story by pressing 4 numbers on the chest (0-9). 10,000 combinations are possible!

### Music

Press this key to play a music, press again to play another music.

### Dances

Press this key to play a dance, press again to play another dance.

### Voice change

Press this key to change the voice.  
• Choose between a deep, normal or high pitched voice!

### Foam discs shooting

Press this key to throw foam discs.

**Warning !** Do not aim at eyes or face. Launch provided discs only and do not use improvised objects. Do not load more than 9 discs into the foam disc compartment.

## LEARN WITH POWERMAN® STAR

### Programming

- Press **P+** to create a program.
- Record actions by pressing any of the following keys :

- You can add music by pressing or numbers on the chest.
  - Once finished, save your program by pressing **P+**
  - At any moment, you can play your program by pressing **P-**
- Note:** any new program or restart of the robot erase the current program.

### Quiz

Press this key, and POWERMAN will ask you questions to test your knowledge.  
• Show him your skills! Do you know how many wings does a dragon fly have or how much is twelve minus nine?

Answer using the numbers on his chest!