POMERMINO

MY FIRST EDUCATIONAL ROBOT



POWERMAN® 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®... I COME FROM A GALAXY SO FAR I CAN'T REMEMBER ITS NAME!

HEY, LOOK! I LOVE TO DANCE, TELL SILLY JOKES AND THROW 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!

IN ORDER TO FIX MY SHIP AND RETURN HOME, WE NEED TO ANSWER SOME RIDDLES TOGETHER.

ARE YOU READY?

INSTRUCTION MANUAL

ROB50EN

Lexibook®

PACKAGING CONTENTS

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









1 x POWERMAN® robot

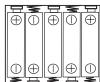
1 x remote control

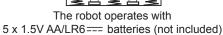
9 x foam disc

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 remote control operates with 2 x 1.5V AA/LR6 === batteries (not included)

ROBOT:

Battery installation or replacement

- Use a screwdriver to loosen the screw on the battery compartment located at the back of the robot.
 Install or replace 5 x AA/LR6 === 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 CONTROL:

Battery installation or replacement

- 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 === 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.

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: ROB50EN

Designed and developed in Europe – Made in China

Lexibook S.A.

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www.lexibook.com - © Lexibook®

United Kingdom & Ireland

For after-sales service, please contact us at savcomfr@lexibook.com

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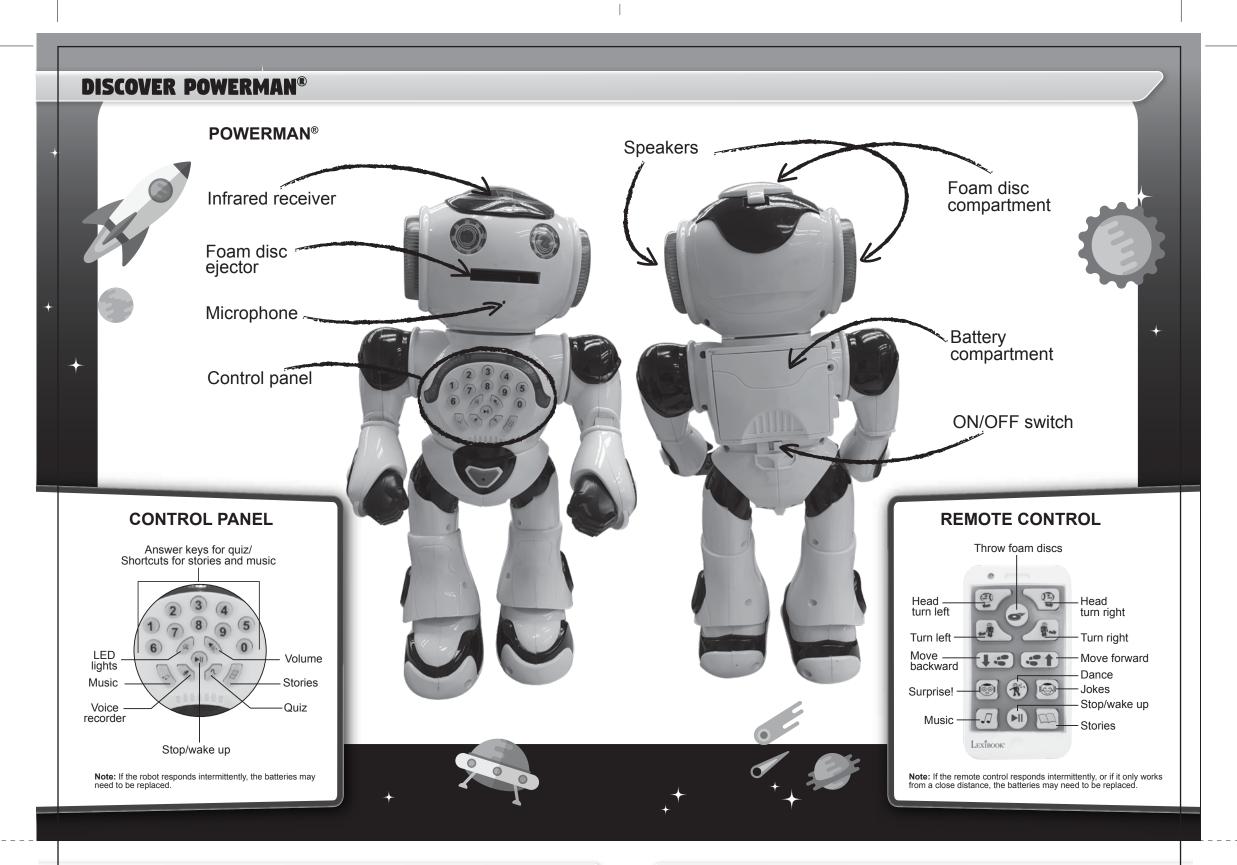


Environmental Protection:

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: ROB50ENIM2251



OPERATION



BRING POWERMAN® TO LIFE

- To turn on POWERMAN®, slide the ON/OFF switch located on its back to "ON" position.
- To turn off POWERMAN®, slide the ON/OFF switch located on its back to "OFF" position.

Sleep mode

Press | ►II |on the remote or control panel to stop POWERMAN®'s actions. Press again to wake him up. 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.

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.

CONTROL POWERMAN®

POWERMAN® can turn his head, turn left and right, and move forward and backward.



- Press or to turn POWERMAN®'s head.
 Press to make POWERMAN® turn left or right.
- Press or for POWERMAN® to make a few steps. Press twice for POWERMAN® to slide on a longer distance.
- Press (to adjust the sound volume:
- Low ↔ Normal ↔ High • Press 🏋 to turn off POWERMAN®'s LED lights. Press again to turn them



POWERMAN® can sometimes be capricious: the head can struggle to turn or even become stuck.

If the head is stuck or does not turn far enough on one side when it is in central position, turn it with your hands gently towards the side that is

Note: there may be some resistance and mechanical sound as you do so.

Then press again a button Pror depending on where the head is. POWERMAN®'s head will move again.

This manipulation should be repeated as often as necessary if the head get stuck again.



SHOOT FOAM DISCS!

POWERMAN®'s favourite pastime is to shoot foam discs!

Press to throw foam discs. Remember to load the foam discs inside POW-ERMAN®'s head, and aim with (and)

Warning! Do not aim at eyes or face. Launch provided discs only and do not use improvised objects.

HAVE FUN WITH POWERMAN®

POWERMAN® has a few sleek tricks up his sleeve. He can dance, play music, tell jokes and even make funny sounds!



Press on the remote to see POWERMAN® dance. Press again for a different dance.

Warning! POWERMAN® will move when dancing. Do not use this function while on a table, he may fall!



Press $|\mathcal{J}|$ on the remote or control panel to hear some music. Press again to hear different music.



Press on the remote to have POWERMAN® tell a joke. Press again to listen to a different joke.



Press on the remote to have POWERMAN® make a funny sound/comment. Press again to hear a different sound/comment. Press again to hear a different sound/comment.



Press on the control panel and speak close to POWERMAN®'s face. He will automatically repeat up to 12 seconds of speech!

LEARN WITH POWERMAN®



LEARN WITH POWERMAN®

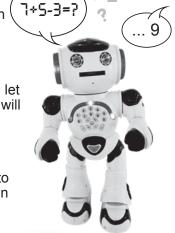
Test your math and general knowledge with POWERMAN®'s riddles.

Press ? on the control panel, listen carefully and press a number (0-9) on the control panel to answer. POWERMAN® will let you know if your answer is correct, and he will then ask you a different question.



STORYTELLING

Press on the remote or control panel to have POWERMAN® tell a story. Press again to listen to a different story.



CHECK OUT POWERMAN® VIDEOS ON YOUTUBE™ AND WWW.LEXIBOOK.COM FOR MORE INFO!

A3, 297 x 420 mm ROB50ENIM 328(org101) > 327