

TO PLAY

Objective: to shoot and defeat the robot within the time limit, with the allotted number of hits!

At each level of play, you have 10 hits to try and defeat the robot. As the levels of play advance, so does the number of hits it takes to defeat the robot:

Level of play	Number of hits required	Time limit between each hit
1	4	45 sec.
2	5	45 sec.
3	6	45 sec.
4	7	45 sec.
5	8	45 sec.
6	9	45 sec.

Green light indicates when you can shoot. At Level 1, light is on continuously; at higher levels, the light blinks for increasingly shorter periods of time. To shoot, make sure you are aiming the wrist module's infra-red light transmitter at the target.

Once you have selected a mode and level of play, robot will say, "Activated. Level (1). Commence destruction." Robot will continue making random statements and battle sounds until defeated, or until time runs out. After 45 seconds of no activity, module will time out, and

play must start from beginning (with 10 hits). Press LEVEL button and firing button to start play again.

Each time you make a hit, the red light will blink and robot will respond with speech and sound effects. Motor will briefly shut off, then sounds and vibration will begin again.

When you win a level of play, green and red lights will flash and robot will say, "Direct hit. Power down sequence activated." Toy will display light sequence to indicate next level of play for 5 seconds, or until LEVEL button is pressed. In Practice mode, play will repeat at same level. In Advance mode, toy will move on to next level of play.

When the robot wins a level of play, it will say, "Target is victorious." Toy will display light sequence to indicate next level of play for 5 seconds, or until LEVEL button is pressed. Play will repeat level in both Practice and Advance modes.

When you win the final level of play (Level 6), the robot will say, "Final direct hit. Target destroyed." and make explosion sounds. Turn ADVANCE/OFF/PRACTICE switch to "OFF" and then to "PRACTICE" or "ADVANCE" to reset Omnidroid and play again.

FCC STATEMENT

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 any interference that may cause undesired operation. 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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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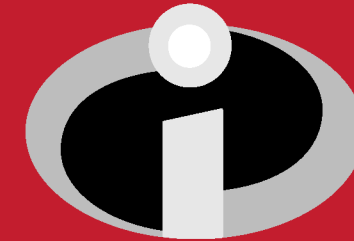
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Disney PRESENTS A PIXAR FILM

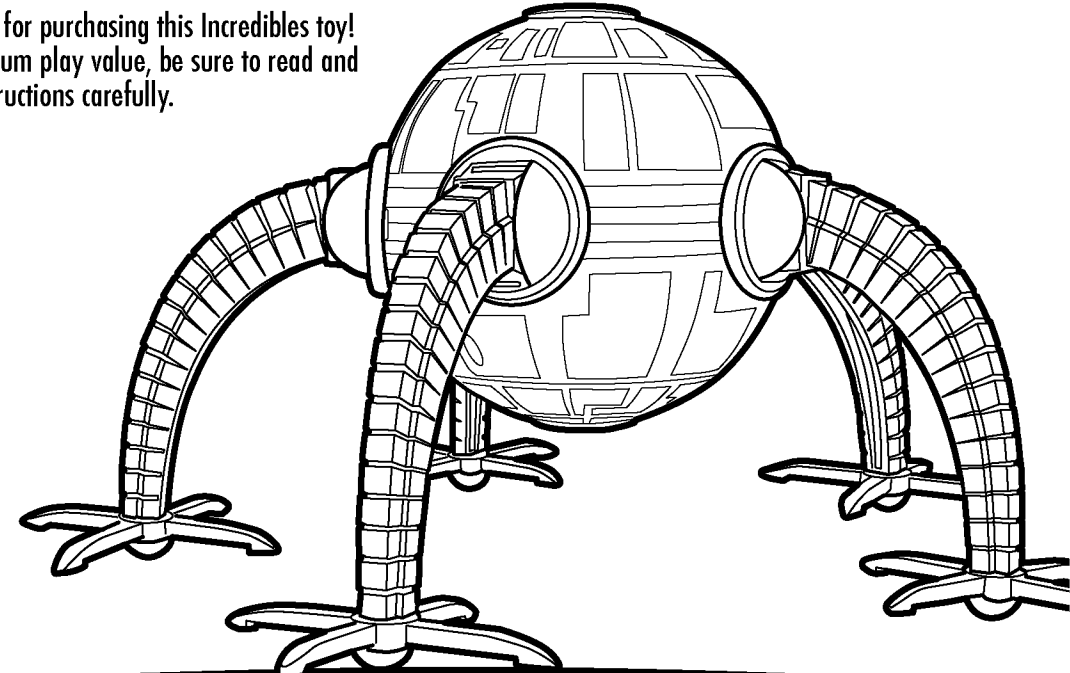


THE INCREDIBLES

Disney • PIXAR

Omnidroid Electronic Battle Playset

Thank you for purchasing this Incredibles toy!
For maximum play value, be sure to read and follow instructions carefully.

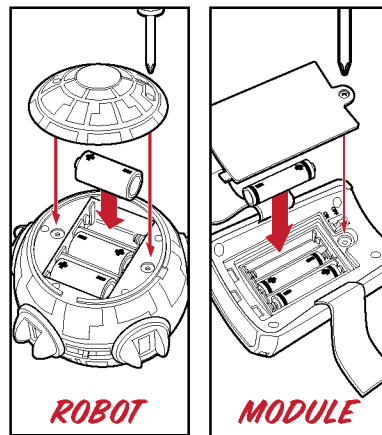


Requires 3 x 1.5V "C" or R14 size and 3 x 1.5V "AAA" or R03 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries. Includes Omnidroid, 5 legs, 5 feet and wrist module.

TO INSERT BATTERIES

Robot: Use a Phillips screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Remove door and remove old batteries. Insert 3 x 1.5V "C" or R14 size batteries. Alkaline batteries recommended. Replace door and tighten screw.

Wrist module: Use a Phillips screwdriver to loosen screw in battery compartment door (screw remains attached to door). Remove door and remove old batteries. Insert 3 x 1.5V "AAA" or R03 size batteries. Alkaline batteries recommended. Replace door and tighten screw.



⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturers' instructions.
3. Do not mix old batteries and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

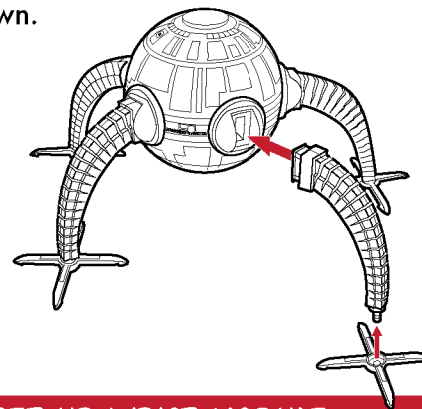
Please retain this information for future reference. Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

TO ASSEMBLE OMNIDROID ROBOT

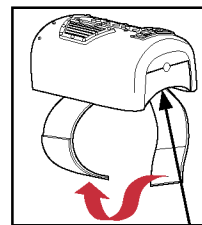
Attach feet to legs and legs into sockets as shown.



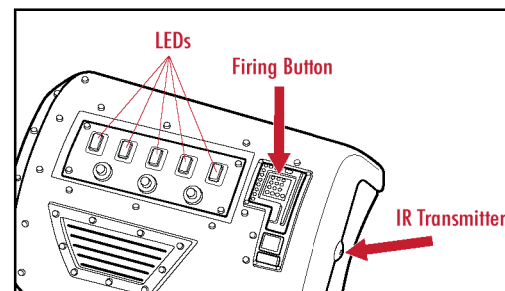
TO SET UP WRIST MODULE

Strap on wrist module. Press ON/OFF button to activate; all 5 LEDs will light up to indicate your amount of ammunition.

Hit button on wrist module to shoot. Each of the red LEDs on the module represents 2 shots. After the first shot, the first LED will start to blink; after the second, ON/OFF the LED will go out. With the next shot, the next LED will blink, etc., continuing until all 10 shots have been fired.



To reset wrist module, turn ON/OFF switch to "OFF" and then "ON" again, or hold down the firing button until all 5 LEDs light up again. Reset module at the end of every level, and any time target is defeated before you run out of shots.



TO SET UP OMNIDROID

The toy features two modes of play ("Practice" and "Advance") and 6 levels of play in each mode.

- **Practice mode:** Play repeats same level of play until manually reset.
- **Advance mode:** Automatically advances to next level of play when you defeat the robot.

Turn ADVANCE/OFF/PRACTICE switch to "PRACTICE" or "ADVANCE" position; toy will beep once. NOTE: Robot vibrates whenever motor is turned on.

Press LEVEL button to select level of play (play automatically begins at Level 1). Press once for Level 2, twice for Level 3, etc. Red light will blink for 5 seconds to indicate level (once for Level 1, etc.), then toy will shift into selected mode. Green light indicates Practice mode; no green light indicates Advance mode.

NOTE: For best performance, place Omnidroid on a hard surface (not carpet) and avoid direct sunlight.

