

## CAUTION: TO AVOID BATTERY LEAKAGE

- 1) Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
- 2) Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
- 3) Always remove weak or dead batteries from the product.

## 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 item 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.**

## FCC STATEMENT

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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12066 P/N 6553040000

# PLAYSKOOL

12066  
AGES 3+

A FUSION OF TECHNOLOGY AND PERSONALITY

# ROBOSAPIEN™

J U N I O R 

THANK YOU FOR PURCHASING THIS PLAYSKOOL BRAND PRODUCT!



Requires 4 x 1.5V "AA" or LR6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

Recommended for indoor use only.



## CAUTION:

Hair entanglement may result if child's hair comes in contact with moving parts of toy. Adult supervision is required.

# PLAY FEATURES

After you have installed the batteries, move the power switch on the bottom of the toy to "ON".

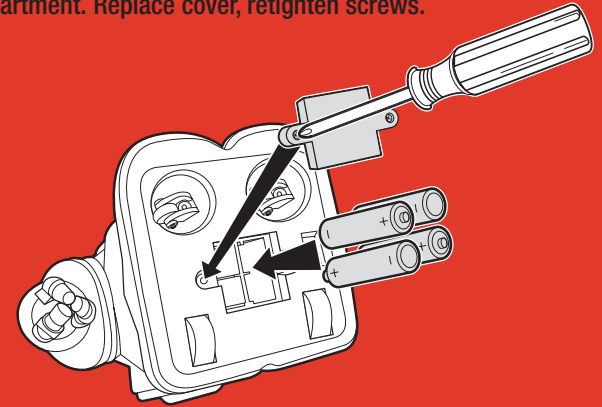
ROBOSAPIEN toy will "wake up", stretch, and start to move forward after he is finished stretching.

If ROBOSAPIEN toy bumps into an object, he will say "ouch", spin around several times and continue to move in another direction.



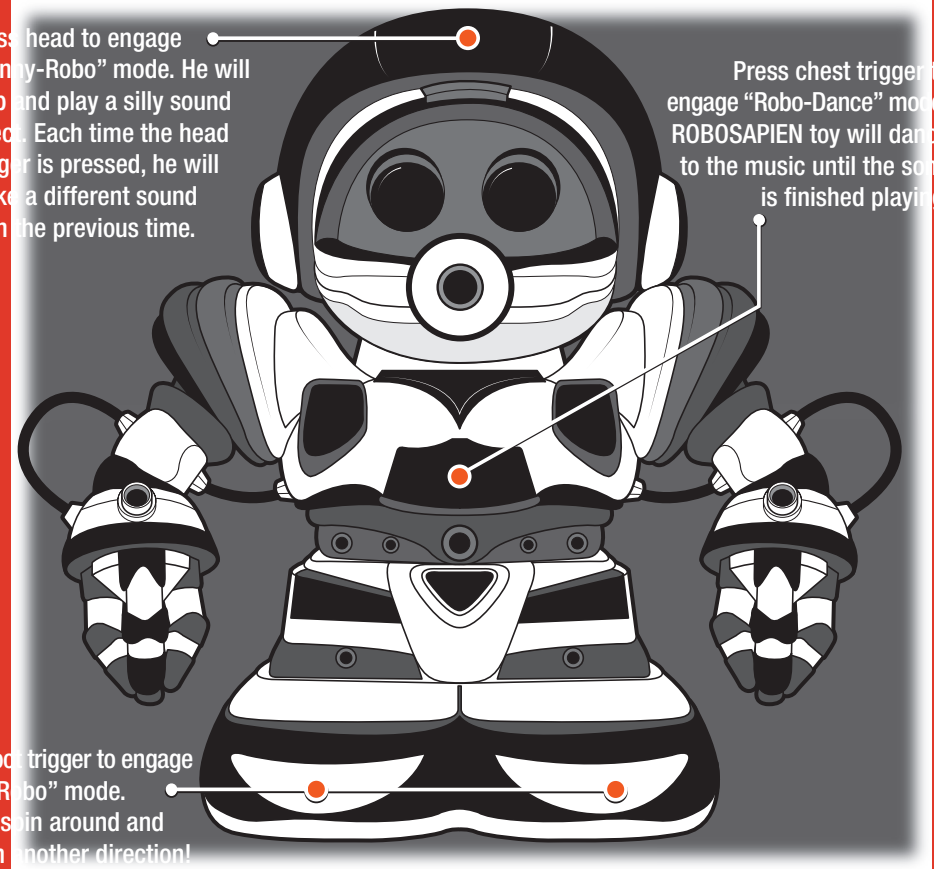
# TO REPLACE BATTERIES

Using a Phillips/cross head screwdriver, loosen screws in battery cover (screws will remain attached to cover). Remove old batteries and insert 4 x 1.5 "AA" or LR6 size alkaline batteries into battery compartment. Replace cover, retighten screws.



Press head to engage "Funny-Robo" mode. He will stop and play a silly sound effect. Each time the head trigger is pressed, he will make a different sound than the previous time.

Press chest trigger to engage "Robo-Dance" mode! ROBOSAPIEN toy will dance to the music until the song is finished playing.



Press foot trigger to engage "Dizzy Robo" mode. He will spin around and move in another direction!