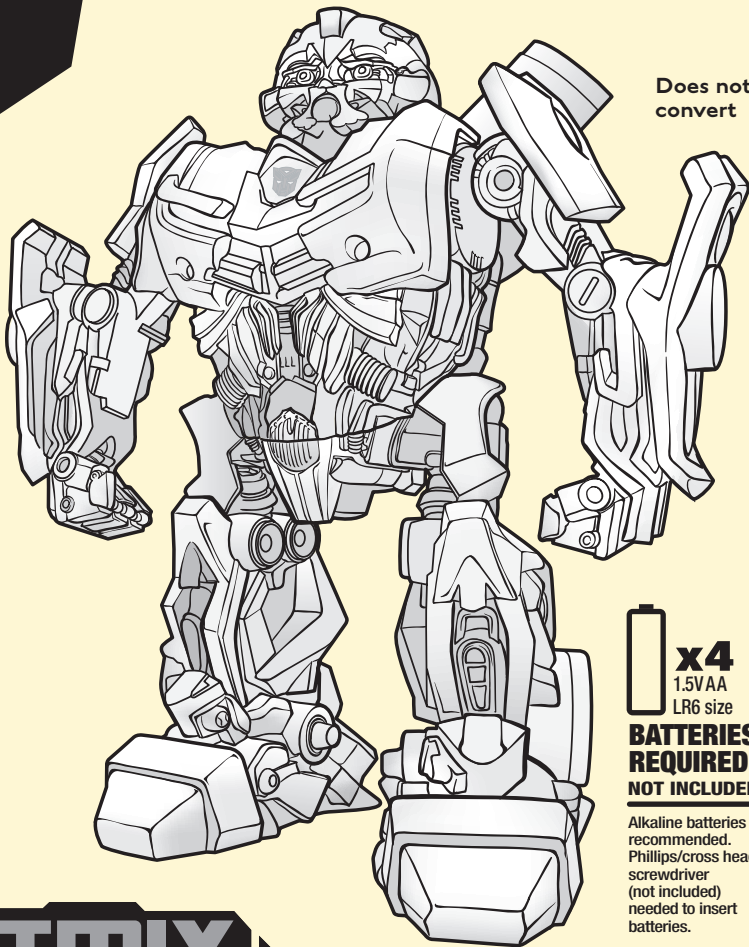


USER'S GUIDE

Thank you for purchasing **BEATMIX BUMBLEBEE™**:
your musical, mixable, beat-machine companion!

Does not
convert



AGES
8+

77148

x4
1.5VAA
LR6 size
**BATTERIES
REQUIRED
NOT INCLUDED**

Alkaline batteries
recommended.
Phillips/cross head
screwdriver
(not included)
needed to insert
batteries.

BEATMIX BUMBLEBEE™

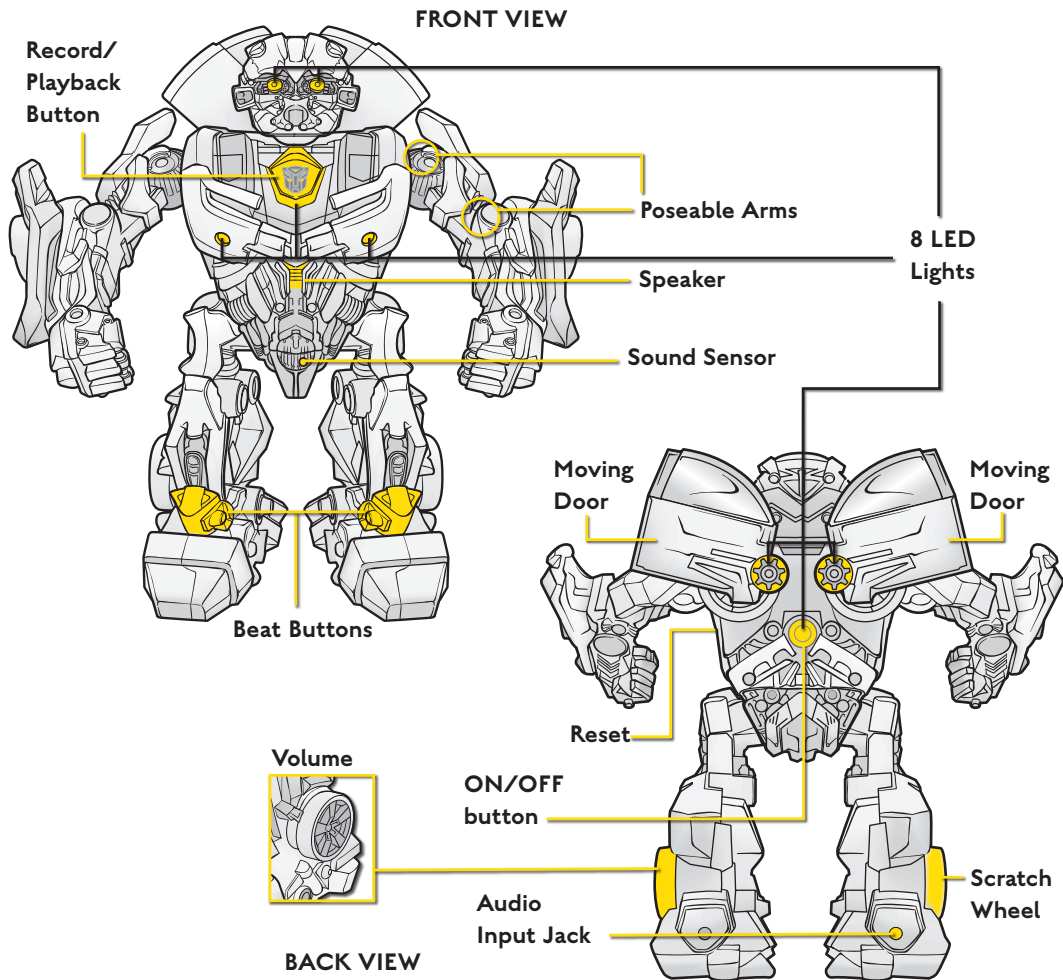
MORPHING YOUR MUSIC!

TRANS FORMERS™

GETTING TO KNOW BEATMIX BUMBLEBEE

To fully enjoy everything this electronic product can do – and everything you can do with it – please read these instructions carefully and completely.

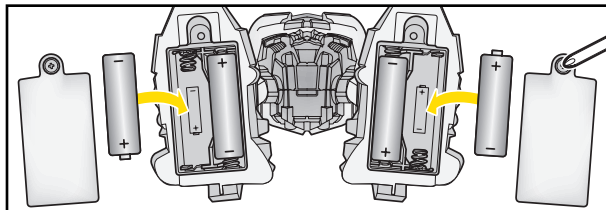
NOTE: The only manually adjustable features on this toy are the shoulders and elbows. Do not manually adjust any other moving parts of the toy, such as the head, the car doors, or the waist.



TO INSERT BATTERIES

To begin playing with your musical companion, you must first install the batteries.

Using a Phillips/cross head screwdriver (not included), loosen screw in battery compartment cover (screw stays attached to cover) on bottom of each foot of the toy. Into each foot, insert 2 x 1.5V "AA" alkaline batteries in the battery compartment. Replace cover and tighten screw.



⚠ 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 batteries 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.

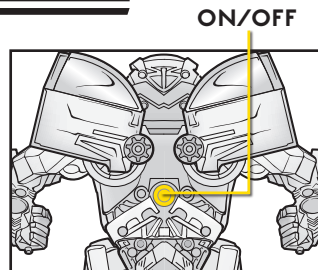
Batteries should be replaced by an adult.

⚠ 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 batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

TURNING ON/OFF

1. To turn the BEATMIX BUMBLEBEE toy **ON**, press the button on its back. You will hear a special introduction song and see a LED animation to show you that the toy is “awake” and ready to play!
2. To turn the BEATMIX BUMBLEBEE toy **OFF**, press and hold the button on its back for three seconds. You will hear a special sound effect and see a LED animation to show you that the toy is shutting down.



The button on the back of the toy will light up and stay lit to show you that the toy is **ON**.

The more music and interaction you give this toy, the more energized it will be, and the more it will “talk” to you with the music you record.

LISTEN TO TUNES

Use the left ankle wheel to control the volume of beats and clip playback.

Take the enclosed cable and connect a musical device (CD player, stereo, portable personal music player, computer, video game system, etc. – not included) to the Audio Input Jack on the back of the toy’s right leg. Adjust the volume on your musical device.

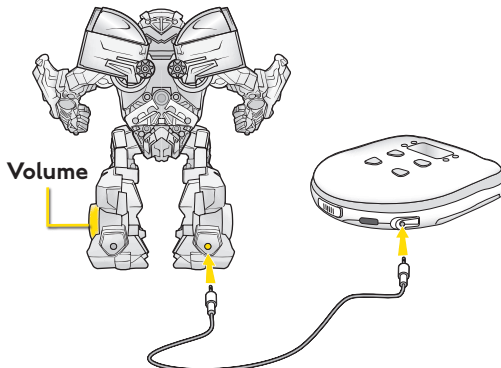
Now watch as the toy:

1. Acts as a speaker for your tunes; and
2. Acts out with grooving motion!

If you do not connect a musical device, the toy’s sound sensor will also hear music in the room, if music is loud enough.

The more music plays, the more the BEATMIX BUMBLEBEE toy will move and groove, and its LEDs will flash to the music. Play music for more than two minutes to see all the special lights and movements!

You may also add beats and sound effects to your music: see p. 5.
Music boosts the energy levels of this toy.



RECORD / PLAY MUSIC

Your BEATMIX BUMBLEBEE musical companion has a memory for your music!

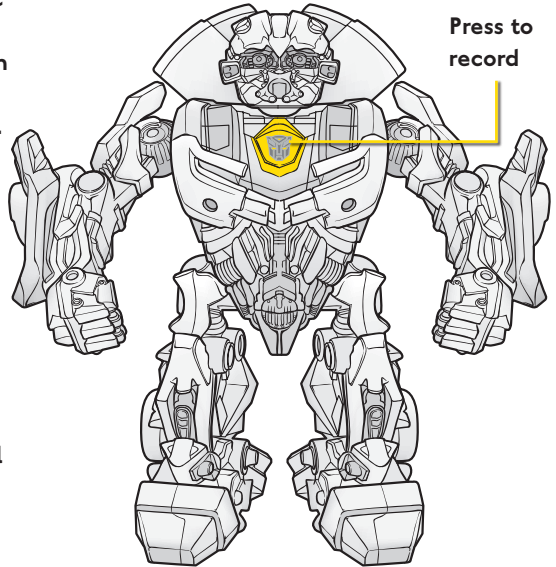
The toy is able to manually record music and beats (in 5-second clips), and it will also randomly record music and beats (in 3-second clips). These sound clips are stored in its memory (up to 60 seconds). The toy will then play the recordings back, at random, depending on its energy level.

To manually record music or beats, first make sure that music or beats are playing through the toy. (See p. 3.) Press the Record Button (the Transformer™ logo in the center of the toy's chest) to activate the recorder for 5 seconds. During recording, the Record Button will turn green. The toy will stop recording after 5 seconds. You will see the color of the Transformer button change automatically, to alert you that the toy is recording:

- **Ready to Record Button:** constant red LED
- **Recording:** constant green LED, will turn back to red when done recording

Random recording will take place when you have music playing through the toy.

Don't be surprised if, all of the sudden, the BEATMIX BUMBLEBEE™ toy decides to "talk" to you with some music you recorded! To manually make the toy play back samples, press the Record Button when it's flashing orange.



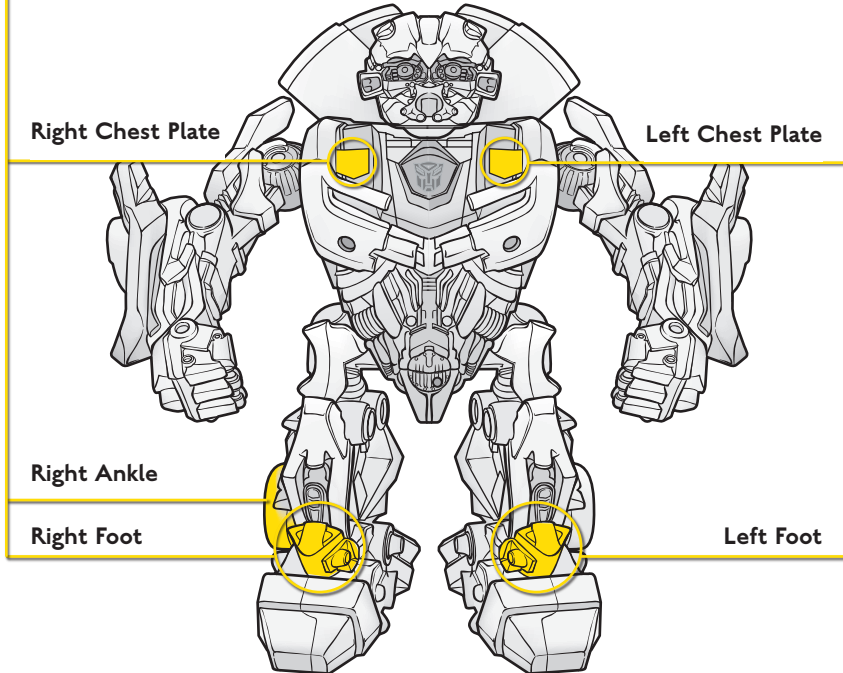
Press to
record

NOTE: Recorded sound clips in the internal memory disappear over time. If the toy receives no new input within 15 minutes, it will start to erase recorded clips from its memory. If the toy has not been exposed to music for 1-2 days, there won't be any recorded music in the memory. Pre-recorded sound effects that came with the toy, however, will remain.

BEATS

Your BEATMIX BUMBLEBEE toy is a beat machine! You can play with the beats and sound effects with or without music playing through its speaker.

To activate a beat, press any of the following spots:



And it doesn't stop there! The toy's arms have four positions and a different sound effect for each position.

To hear sound effects in a continuous "loop mode," press and hold the toy's left foot button for about three seconds while the toy's eyes flash. The headlights will flash green to confirm "loop mode." Then press a button for a sound effect. To stop any beat or effect, press that spot again. Push and hold the left foot again for two seconds, and the headlights will flash red to confirm "single play mode."

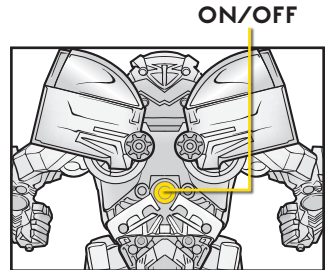
Interaction boosts the energy levels of the toy.

ENERGY LEVELS

The more you play with and interact with your BEATMIX BUMBLEBEE toy, the higher its energy levels will be.

When the toy's energy levels are high, you will see a "happy" animation. When its energy levels are low, it will play an "unhappy" animation.

If you don't play or interact with the toy for 5 minutes, the toy will "go to sleep," to preserve battery life. After 60 minutes of no interaction, the toy shuts down completely. During this 60-minute period, energy levels will decrease, so if you're not planning to interact with the toy for a while, turn it OFF: that is, press and hold the button on its back.



Important Tips

1. Do not use excessive force to pull or twist the moveable parts on the toy, especially the arms.
2. The toy may react to other sounds or noises that it hears, other than music.
3. Avoid putting the toy near fragile objects or containers of fluid, as the toy likes to move around and could spill something over.
4. Do not expose the product to moisture.
5. The toy does not like areas of high or low temperature, dusty or humid areas, or direct sunlight.

Troubleshooting Guide

PROBLEM	POSSIBLE SOLUTION
Sounds are faint or weak. Movements are slow. The toy is acting erratically.	Make sure the volume levels of the toy and of your musical device are turned up. Or, the batteries may need changing. See battery instructions for complete details on how to change batteries.
I've changed the batteries, and the toy is not doing anything.	Make sure you have installed the batteries correctly. Try pressing the toy's Reset button, and turn the toy on.
I cannot fit a cord into the Input Port.	The toy only accepts 3.5 mm stereo output audio cords.
I connected headphones to the toy, but I can't hear anything.	The toy Input port is for input only: it doesn't function as an output port.
The toy is freezing up.	Press the Reset Button using a ballpoint pen tip, and then turn the toy on.

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 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.



TIGER
ELECTRONICS

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PN 6668400000



Questions? Call 1-800-327-8264

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