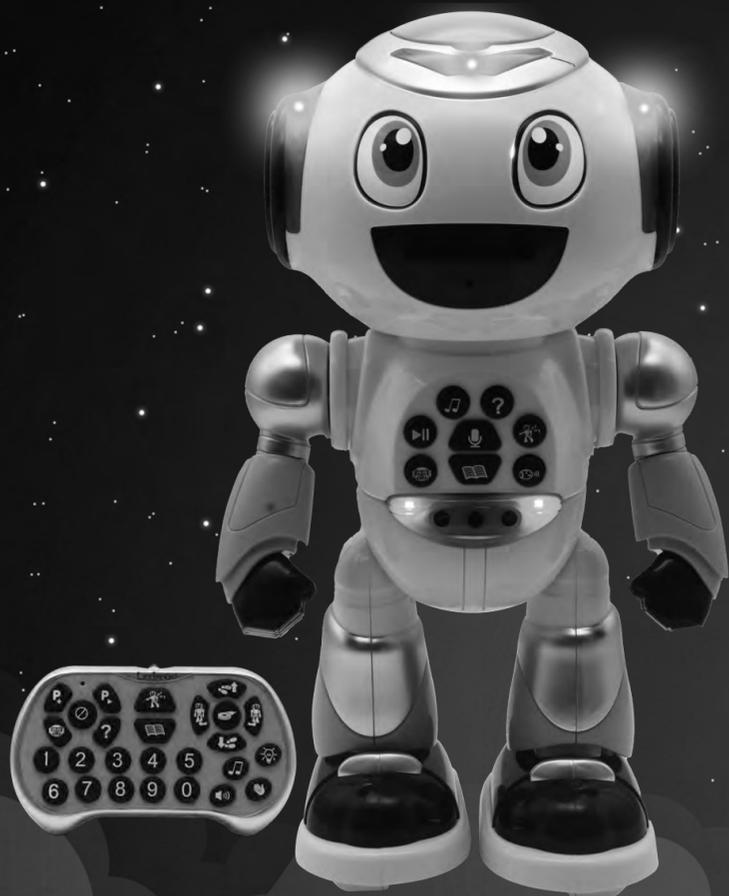


POWERMAN® ADVANCE

THE EDUCATIONAL ROBOT



LET THE PARTY BEGIN! I AM AN EDUCATIONAL AND INTERACTIVE ROBOT!
YOU CAN TAKE ME EVERYWHERE WITH YOU. WE WILL HAVE FUN AND LEARN SO MUCH TOGETHER!

I'M POWERMAN® ADVANCE! I AM THE MOST ADVANCED ROBOT IN SPACE! I WAS SENT TO EARTH TO SHARE MY KNOWLEDGE AND PLAY WITH YOU !

I HAVE TRAVELED TO MANY PLANETS, WHICH HAS ALLOWED ME TO DEVELOP AN ULTIMATE TECHNOLOGY THAT CANNOT BE FOUND ANYWHERE ELSE! I BRING YOUR OWN STORIES TO LIFE, I'M PROGRAMMABLE, AND I'M PACKED WITH EDUCATIONAL CONTENT TO LEARN AND HAVE FUN!

I ALSO LOVE DANCING, TELLING FUNNY JOKES AND THROWING FOAM DISCS EVERYWHERE.

I HAVE HEARD A LOT ABOUT THE PLANET EARTH, IT SEEMS LIKE A NICE PLACE FULL OF COOL PEOPLE LIKE YOU!

ARE YOU UP FOR TAKING ON SOME CHALLENGES TOGETHER? SO LET'S GO !

INSTRUCTION MANUAL

ROB28EN

LEXIBOOK®

PACKAGING CONTENTS

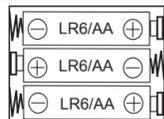
When opening the product's packaging, please ensure that the following elements are included:



1 x Robot POWERMAN® ADVANCE 1 x Remote control 9 x Foam discs 1 x Instruction manual

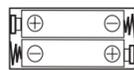
WARNING: All packaging materials, such as tape, plastic sheets, wire ties and tags are not part of this toy and should be discarded for your child's safety.

BATTERY REQUIREMENTS



Robot

The robot operates with 3 x 1.5V === AA/LR6 batteries (not included)



Remote control

The remote control operates with 2 x 1.5V === AA/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 3 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

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 === 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

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 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.

REMINDER: 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: ROB28EN

Designed and developed in Europe – Made in China

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Suivez-nous
 @LexibookCom



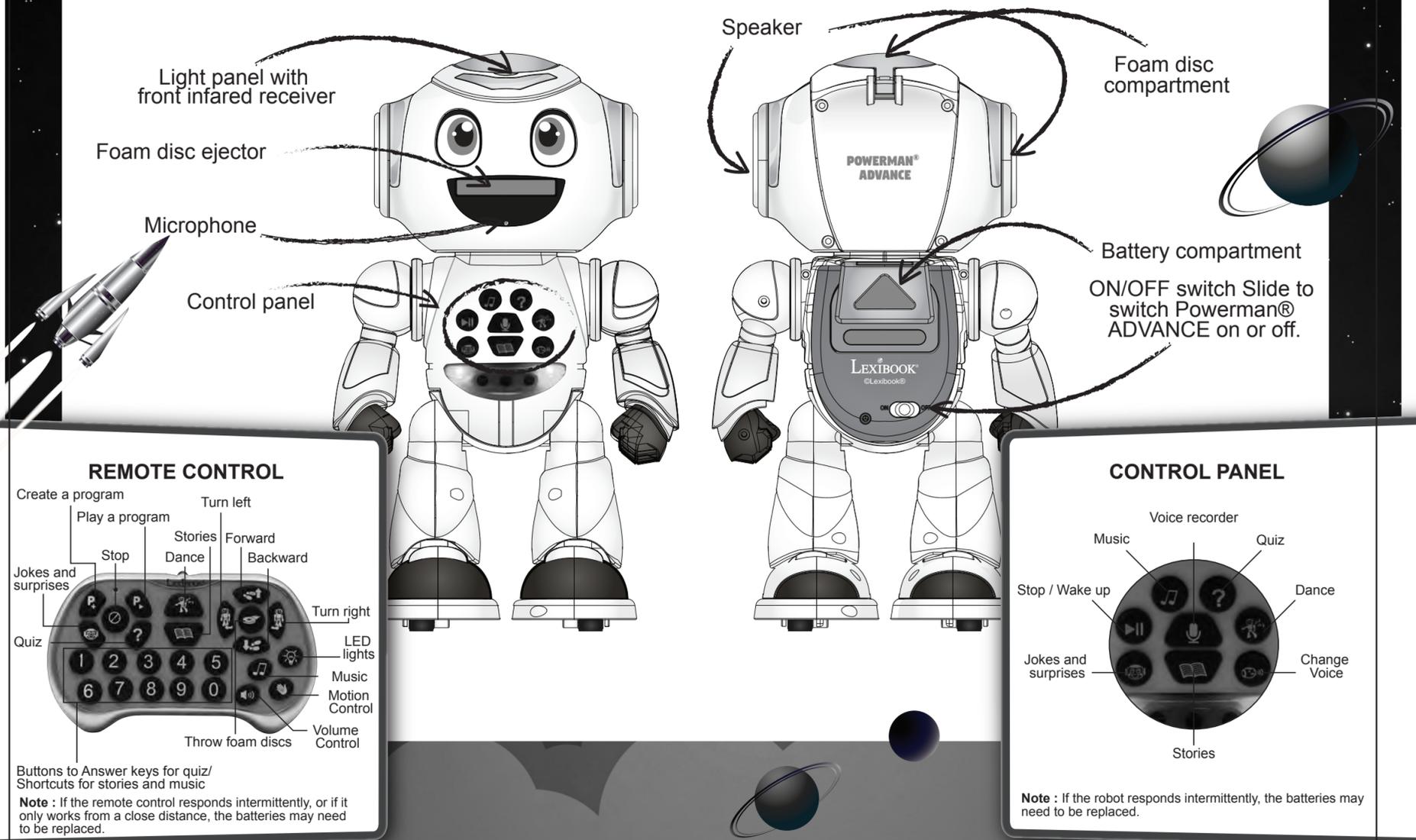
Environmental Protection:

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).

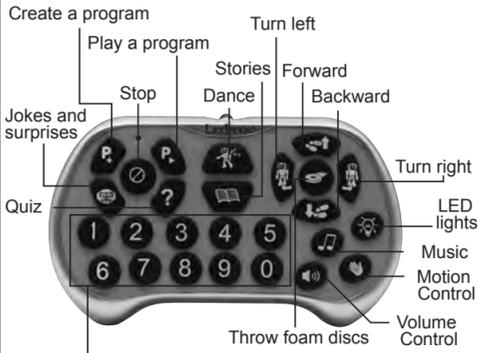


IM Code: ROB28ENIM2152

DISCOVER POWERMAN® ADVANCE



REMOTE CONTROL



Buttons to Answer keys for quiz/ Shortcuts for stories and music

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

- Press or to make POWERMAN® turn left or right.
- Press or for POWERMAN® to make a few steps.
- Long press for POWERMAN® to slide on a longer distance.

Volume

Press to change the 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® ADVANCE 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® ADVANCE will go into sleep mode automatically to save power and so will the remote.

HAVE FUN WITH POWERMAN® ADVANCE

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 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® ADVANCE's face. He will repeat after you!

Stories

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

- 1 Aesop's Fables** = Select one of the 10 Aesop's Fables told by POWERMAN® ADVANCE by pressing a number on the remote (0-9).
- 2 The story maker** = create your own funny and crazy story by pressing 4 keys on the remote (except the stop button). 10,000 combinations are possible!

Music

Press once to play music, press again to play another music.

Dance

Press once to play a dance, press again to play another dance.

Voice change

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® ADVANCE

Programming

- Press to create a program
- Record up to 40 actions by pressing the following keys:



- You can add music by pressing . Press several times to select another melody.
- Once finished, save your program by pressing either or .
- At any moment, you can play your program by pressing .

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!