

Disney • PIXAR

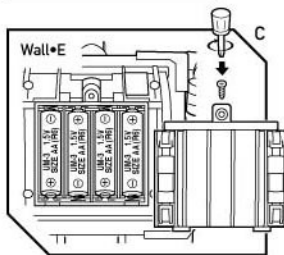
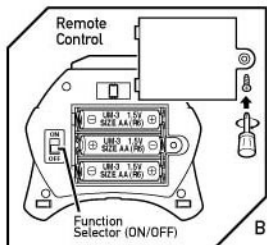
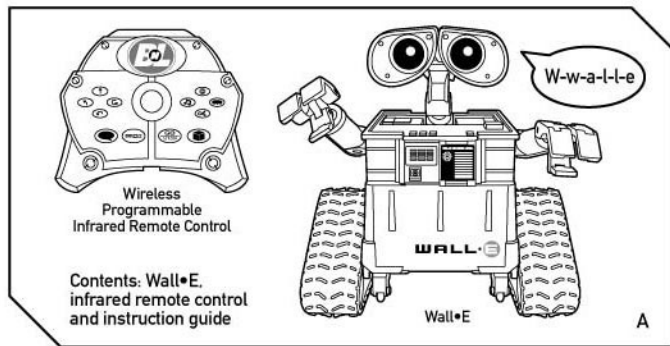
WALL•E

U-COMMAND WALL•E

WITH INFRARED REMOTE CONTROL

INSTRUCTION GUIDE

Send instant or preprogrammed commands to WALL•E and he'll come alive and carry out your command with realistic animation, light-up eyes, original voice & sound effects! Includes infrared remote control with over 1000 action combos!



PREPARATION: Remove all packaging attachments before giving this toy to a child. WALL•E includes 4 AA batteries for in-store demonstration only. We recommend replacing the batteries after purchase. Remote control unit requires 3 AA alkaline batteries (not included).

BATTERY INSTRUCTIONS: (Adult Assistance Required)

Always turn off power before installing batteries.

Remote Control: Ask an adult to help open the battery cover on the back of the remote control with a screwdriver and insert 3 new AA alkaline batteries (not included) as shown (dia. B). Do NOT use rechargeable batteries.

WALL•E: Ask an adult to help open the battery cover on WALL•E's back with a screwdriver and replace with 4 new AA alkaline batteries (not included) as shown (dia. C). Do NOT use rechargeable batteries.

BATTERY CAUTION: Always check batteries in case of leakage. Be sure to insert batteries correctly and follow the toy and battery manufacturers' instructions. Never mix old batteries with new batteries, or mix carbon-zinc, alkaline or nickel-cadmium batteries. Do not mix different brands of batteries. Do not use rechargeable batteries. Do not attempt to recharge batteries which are not rechargeable. Do not short-circuit the battery contacts. Always remove exhausted or dead batteries from the product. Dispose of batteries safely. Caution: Batteries inside this product may explode or leak when in contact with fire.

HELPFUL HINTS:

- Always carry WALL•E by holding the body. Do NOT carry the toy just by holding the head, neck or arm(s).
- For full function normal play, switch the function selector on the bottom of WALL•E to PLAY and turn on the remote control.
- For best results, keep the remote control within a close range to WALL•E. Place the toy on a flat, smooth, non-carpeted surface clear of furniture or breakable objects.
- The infrared remote control is only suitable for indoor play. Make sure there are no obstructions blocking the infrared signals between WALL•E and the remote.
- To balance Wall•E properly while in motion, place both his hands in front (see dia. D).
- Do NOT turn or move Wall•E's head. Do NOT apply force on WALL•E's head or arms while in motion. This may damage the delicate mechanism inside.
- Do NOT place any objects on the remote or against the joystick as it may damage the mechanism inside.
- If the voice/sound effects or motion start to slow down or distort, try replacing all batteries with new ones.
- If the toy is not responding properly, try resetting the function selectors on WALL•E and the remote control to OFF for 5 seconds then back to PLAY (Wall•E) / ON (remote control).
- If the toy malfunctions for no apparent reason, try reinstalling or replacing all batteries with new ones.
- Do NOT throw the toy or the remote control against or drop on a hard surface.
- Do NOT immerse the toy or the remote control in water or play with them in a wet area.
- Remove all batteries and set function selectors to OFF before storing the toy away for a long period of time.
- Never modify the transmitter or receiver or change any components inside.

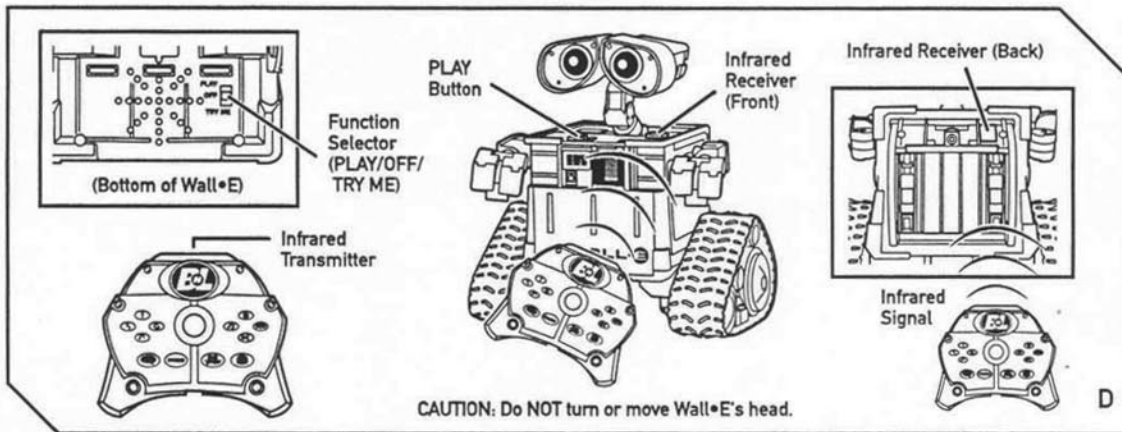
NINETY DAYS LIMITED WARRANTY THINKWAY warrants to the original consumer purchaser that this product will be free from defects in material or workmanship under normal use for a period of ninety (90) days from the date of the original retail purchase. This warranty does not cover damage resulting from accidents or any external cause, misuse or abuse. Valid only in North America. This product meets or exceeds the safety requirements of F963-07.

Retain this instruction guide for future reference.
No. 60261 Ages 6 and up.

© Disney/Pixar www.wall-e.com

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.





PLAY INSTRUCTIONS - For full function normal play, switch the function selector on the bottom of Wall•E to OFF for 5 seconds then to PLAY position (dia. D). Be sure the power is also turned on for the remote control (dia. B). You can play with Wall•E on his own by pressing the top PLAY button or use the infrared remote control.

Note: This toy is designed to function on smooth surfaces only and may not work on carpet or uneven surface. To balance Wall•E properly while in motion, place both his hands in front (dia. D).

CAUTION: Do NOT turn or move Wall•E's head as it may damage the delicate internal mechanism.

REMOTE CONTROL - For full function complete actions and commands, use the remote control. The remote uses infrared signals to send commands to Wall•E. For best results, keep the remote control within a close range to Wall•E. Aim the remote control's transmitter at Wall•E's front or back receiver (dia. D).

PROGRAM MODE - Using the Remote Control

You can design and program WALL•E's actions and sound effects! With thousands of program combinations, you can design a different action sequence every time!

1. Press the PROG button on the remote to enter PROGRAM mode. You'll hear a response from WALL•E. (Note: all previously recorded actions will be erased)
2. Select and press any of the 10 Command Buttons (see chart on right), up to 15 times in total.
3. When finished programming.
 - a) If less than 15 action commands - Press the PROG button (or move the joystick) to store the commands and exit to PLAY mode (you'll hear a response from WALL•E). Wall•E will perform the programmed actions when you press the GO/STOP button.
 - b) If total 15 action commands - Wall•E automatically stores the 15 commands and exits to PLAY mode. Press the GO/STOP button and he'll execute the programmed actions.

To make changes, repeat from step 1.

PLAY MODE - Using Remote Control - Move the joystick or press any Command Button on the remote and Wall•E instantly responds with actions/sound effects. If action commands have been programmed previously, press the GO/STOP button and Wall•E will execute the stored commands in sequence. Press the button again to stop any command.

SLEEP MODE - (1) Wall•E will go to sleep to save battery life if left idle. Press the PLAY button on Wall•E (dia. D) to wake him up. (2) If Wall•E goes to sleep after simulating low power (see Command Button/Power Signal), press the PLAY button to wake him up and then press the Power Signal button on the remote to reboot Wall•E (pretend play only). (Or press Wall•E's PLAY button twice).

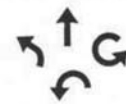
Actual products may vary. Printed in China.

Questions or Comments?
1-800-535-5754 www.ThinkwayToys.com

REMOTE CONTROL FUNCTIONS

- Joystick** - Move the joystick forward or backward and WALL•E will go forward or turn in reverse.
- PROG** - Press this button to enter PROGRAM mode. When finished programming, press it again (if less than 15 commands) to save the commands. If 15 commands are programmed, the toy automatically stores the commands.
- GO/STOP** - Press this button and WALL•E will perform any stored program commands. Press it again to stop current action/sound effects. When not in program mode, press the button to stop WALL•E's current actions/SFX (not applicable to Power Signal functions).

COMMAND BUTTONS



FORWARD & TURNS - Press any one of these 4 buttons to turn and/or move Wall•E forward.



SPECIAL TURN - Press this button to see WALL•E make a special move and turn.



POWER SIGNAL - Press this button to recharge and reboot Wall•E (pretend play only, not actually charging batteries). After playing for a while, Wall•E will make some sounds signaling low power (pretend play) and stop responding. Press this button to recharge him and continue playing. If not recharged in time, Wall•E will go into sleep mode. Press the PLAY button to wake him and then press the POWER SIGNAL to reboot Wall•E (or press the PLAY button twice).



EXPRESSIONS - Press this button for various expressions with voice and sound effects.



DANCE - Press this button to see WALL•E dance to different music clips.



VOICE - Press this button to hear WALL•E's original voice with sound effects.



SFX - Original Wall•E's sound effects.