

Disney • PIXAR

WALL•E

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

AGES
8+



No. 60260

POWERED BY
THINKWAY



ULTIMATE WALL•E
INSTRUCTION MANUAL

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PREPARATION - Adult Assistance Required

- Ask an adult to help remove and discard all packaging materials before giving this toy to a child.
- Follow Battery Instructions to prepare Wall•E before playing.
 - Wall•E includes 4 AA batteries for in-store demonstration. Battery life may be impaired. We recommend replacing the AA batteries after purchase.
 - Wall•E also requires 7.2V Ni-MH rechargeable battery (included) for full motion normal play. Follow instructions to charge and install battery pack.
 - Remote control requires 3 AA batteries (not included).
- Retain this instruction manual for future reference.

INTRODUCTION

ULTIMATE WALL•E is specially designed with multiple smart sensors for a high level of robotic intelligence. Talk to Wall•E and he will respond with amazing actions, original voice, sound effects and light-up eyes. He can dance and play music from your MP3 player (cable included), follow you around or explore on his own. Use the Ultimate Remote Control to direct Wall•E or use it to program over 1000 action sequence combos! Read this manual to discover the many fun features of your Ultimate Wall•E!

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MP3 Backpack



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7.2V Rechargeable Battery Pack

ULTIMATE WALL•E OVERVIEW

Powered by 10 motors, 2 micro-chip processors and multi-directional smart sensors, the Ultimate Wall•E programmable robot can detect and avoid obstacles, track motion and respond to your voice and different sounds!

FRONT VIEW



CAUTION: Do NOT manually move, turn or adjust Wall•E's head or arms.

* Follow Mode, Explore Mode and Dance Mode may also be activated via remote control.

POWER ON, SLEEP MODE, POWER DOWN

POWER ON

Switch the function selector on Wall•E's back to OFF for 5 seconds then to PLAY. (Try Me setting is intended for in-store demonstration with limited functions).

SLEEP MODE

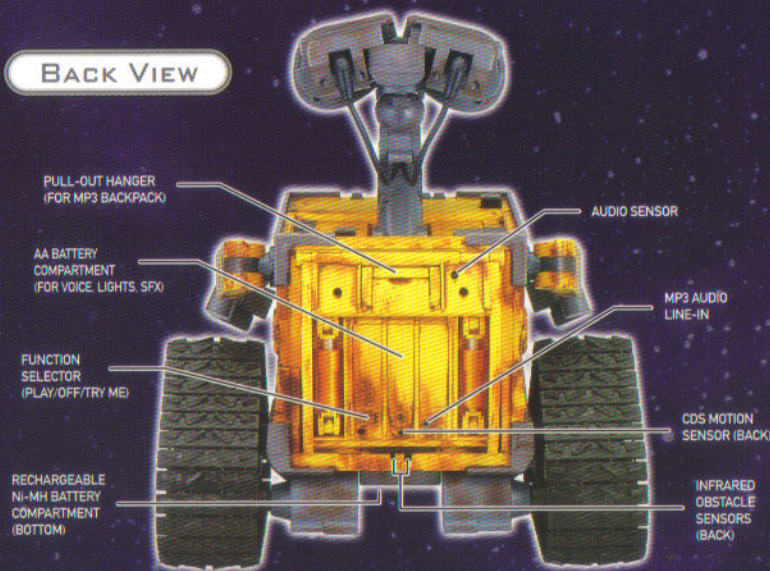
If Wall•E is left idle for a while, he will take a rest and go to sleep to help conserve battery life. Press any button on him to wake him.

POWER DOWN

When the 4 AA batteries are running low, the LED light on Wall•E's chest lights up with a double tone alert sound. Wall•E will be unable to move or respond to button or remote command. If no action is taken, he will go to sleep after a while. If you wake him, he will remain immobile and eyes shut. It is time to replace the batteries.

When the rechargeable battery is running low, Wall•E's tread motion will slow down and it is time to recharge the battery pack. If play continues, all of Wall•E's movements will shut down.

BACK VIEW



ULTIMATE REMOTE CONTROL OVERVIEW

- Innovative TOUCH PAD* control for moves & turns.
- Programs over 1000 action sequence combinations.
- Dual joysticks for left/right tread motion and DIRECT CONTROL.
- 16 command buttons for original voice/sound effects, expressions, music, lights, special programs and more!
- Wireless infrared technology works up to 25 feet.



* US & International Patents Pending

BATTERY INSTRUCTIONS

IMPORTANT: Batteries should be installed by an adult. Always turn power off before removing or installing batteries.

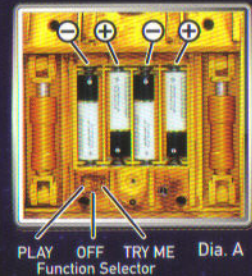
Wall•E's voice, lights and sound effects are powered by 4 AA batteries.

Wall•E's movements are powered by 7.2V rechargeable battery pack. Follow instructions on pages 7 & 8 to charge/install the battery pack.

Wall•E's remote control is powered by 3 AA alkaline batteries.

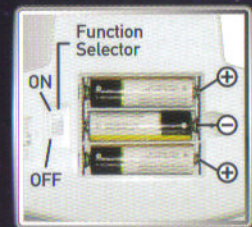
WALL•E (4 AA Batteries)

Open the battery cover on Wall•E's back with a Phillips screwdriver and install 4 new AA alkaline batteries (not included) as shown (Dia. A). Do NOT use rechargeable batteries. Replace cover and screw. Reset function selector to PLAY.



REMOTE CONTROL (3 AA Batteries)

Open the battery cover on the back with a Phillips screwdriver and install 3 new AA alkaline batteries (not included) as shown (Dia. B). Do NOT use rechargeable batteries. Replace cover and screw. Reset function selector to ON.



Dia. B

BATTERY CAUTION:

Always check batteries in case of leakage.
 Follow the product and battery manufacturers' instructions to insert batteries correctly.
 Do not mix old and 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 charge non-rechargeable batteries.
 Do not short-circuit the battery contacts.
 Always remove exhausted or dead batteries from the products.
 Remove batteries before storing the products for a long period of time.
 Dispose of batteries safely. Caution: Batteries inside these products may explode or leak when in contact with fire.

CHARGING NI-MH BATTERY PACK

Please read the following instructions carefully for safety and charging the Ni-MH battery pack. Batteries should be charged by an adult or under adult supervision.

CHARGING 7.2V NI-MH BATTERY PACK/CAUTION:

1. Fasten the two wire connectors from the battery pack and charger. Make sure that the connectors are snapped together properly.
2. Plug the charger into a standard 110/120-volt outlet (Dia. C). The indicator light is RED while charging.
3. When the light turns GREEN, charging is completed. Unplug charger from outlet. To detach the battery pack, press clip on the connector and pull apart.
4. The battery pack consists of new materials. For best performance, charge the battery pack for 5 hours the first time. Subsequent charges will only require 4 hours.
5. It is normal that the battery feels warm after charging.
6. Charging the battery pack for longer than 4 hours will not extend usage time. 4 hours is the recommended time to fully charge the battery.
7. After a normal depletion time, a Ni-MH (nickel metal hydride) battery will lose almost all of its power at once. At that time, you will need to recharge the battery.
8. The battery pack will be hot immediately after use. Always wait 20 minutes or more to allow the battery to cool before recharging. Recharging a warm or hot battery will greatly reduce the lifespan of your battery pack.



Dia. C

ATTENTION ADULTS:

Rechargeable batteries must be removed from the product before recharging. Batteries should be charged by an adult or under adult supervision. On a regular basis, check the connectors, enclosure and other parts for damages. If any damage is detected, stop using the charger until the damage has been repaired. The Ultimate Wall•E product is intended for children 8 years and up. The charger is NOT a toy. Not suitable for children.



CAUTION: Use only the charger supplied with this toy. Do not use any other charging device.

INSTALLING NI-MH BATTERY PACK

IMPORTANT: Rechargeable batteries should be charged and installed by an adult or under adult supervision. Always turn power off before removing or installing batteries.

WALL•E (Ni-MH Rechargeable Battery Pack)

To install/remove the rechargeable 7.2V Ni-MH battery pack, open the battery cover on the bottom of Wall•E with a Phillips screwdriver.

A. Installing battery pack:

Properly fasten the two connectors from the battery pack and the compartment as shown. Insert the connectors into the bottom slot and place the battery pack above it. Replace cover and screws. Reset function selector to PLAY.



(Bottom View)

B. Removing battery pack:

Lift the battery pack half way to reveal the connecting wires. Detach the wires by pressing down on the connector clip and pull apart. Follow instructions on page 7 to recharge. Replace cover and screws.

CAUTION: Be careful with Wall•E's head when installing batteries. Place Wall•E on his back with a soft cushion to support his head to avoid damaging the intricate head and neck mechanism.

RECHARGEABLE BATTERY INFORMATION:

Do not recharge a battery pack if hot. Allow battery pack to cool for minimum 20 minutes before recharging.

Exercise caution in handling a hot battery pack.

Do not recharge a battery pack that has any signs of leakage or corrosion.

Do not open the battery pack. The battery pack is a sealed rechargeable Ni-MH (nickel metal hydride) battery.

If the battery pack and/or charger are wet, dry them thoroughly before recharging.

Do not dispose of the battery pack in fire. Caution: Batteries may explode or leak when in contact with fire.

PLAY INSTRUCTIONS

Switch on Ultimate Wall•E's power and he will come alive with voice, light-up eyes and expressive actions. He will introduce himself and wait for you to give him a "directive". You can talk and interact with Wall•E or play with him in one of these 5 modes:

- Follow Mode
- Explore Mode
- Dance Mode
- MP3 Music Mode
- Programming Mode

AUDIO SENSORS

With 4 audio sensors (front, back and sides), Wall•E can hear you and detect sounds. Talk to him and he will respond to you (Talk Back feature). When all 4 sensors are activated (in Follow Mode), Wall•E will be able to detect and respond to multi-directional 360° sound input*.



CDS MOTION SENSORS

Wall•E has 4 built-in CDS motion sensors (3 in the front, 1 in the back). Any sudden movement around him will trigger his curiosity. If the movement is in front of him, Wall•E will turn his head to follow it. If it is close to his back, he will turn his body around to check it out!



INFRARED OBSTACLE SENSORS

There are 4 sets of infrared sensors (3 in the front, 1 in the back) to help Wall•E steer clear of most obstacles. If an object is detected in his path, Wall•E will stop and move away to avoid collision.

Note: Sensors may not be able to detect dark, small or thin objects.



Tips:

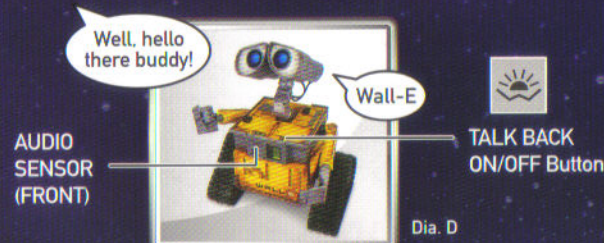
- Be sure Wall•E's function selector is set to PLAY (see page 4).
- If left idle for a while, Wall•E will automatically go into sleep mode to conserve battery life. Press any button on him to wake him up.
- If Wall•E is not detecting objects properly, try resetting his sensors by turning the power off and then on again.

* US & International Patents Pending

TALK BACK FEATURE

Talk to Ultimate Wall•E and he will respond and interact with you!

1. With Wall•E facing you about one foot away, speak to him in an audible voice using long sentences. (The LED light on Wall•E's chest will flash when sound input is detected). Wall•E will respond with original voice, actions, lights and sound effects!
If you are on the left or right side of Wall•E, attract his attention first by clapping your hands twice. When he turns his head towards you, clap your hands again 2 or 3 times and Wall•E will turn his body towards you. Now you may start talking with Wall•E.
2. Wall•E will listen for your reply and react with another response. He even knows if you raised your voice and will react differently.
3. If you press another command button, Wall•E will react to the new command. After completing his response, Wall•E will standby for voice input again.
4. After talking continuously for a while, Wall•E will take a rest and go to sleep. Press any button on him to wake him.





Tips:

- Wall•E's audio sensors are automatically activated when his power is switched on. You may turn them off by pressing the TALK BACK on/off button (2 beeps) (Dia. D). Wall•E will stop responding to any sound/voice. Press button again (1 beep) to reactivate the sensors.
- Always wait until Wall•E's head motion has stopped before talking to him again.
- Wall•E may interpret single words or short phrases as background noises and thus not engage in TALK BACK play. For best results, speak to Wall•E using long sentences.
- If Wall•E is not responding properly to your voice:
 - Press the Talk Back button to make sure it is turned on (1 beep = on, 2 beeps = off).
 - Make sure Wall•E is not in sleep mode (press any button on him to wake him up).
 - Stand closer to Wall•E, speak in an audible voice and use longer sentences.
 - Wall•E's sensors may pick up sounds from a noisy room. Switch to a quieter play area.
- Depending on his mood, sometimes Wall•E may not respond to you as expected. Be patient and continue to talk to him or switch to play in another mode.

FOLLOW MODE

Like a best friend, Ultimate Wall•E loves to follow you around.

1. Press the red circle button on Wall•E (Dia. E) or the  button on the remote to activate Follow Mode. Wall•E's 4 multi-directional audio sensors* will be engaged for 360° sound detection.
2. Facing Wall•E about 2 to 3 feet away, position your hands just above his head and clap twice. Wall•E will turn and/or move towards you. (The LED light on his chest will flash when sound input is detected.)
3. Continue the double clapping and Wall•E will keep on following you.
4. When Wall•E encounters a large object/obstacle in his path, he will stop and move back to avoid collision (Dia. F). He will wait for your input but refrain from moving forward because of the obstacle. If you:
 - a). speak to Wall•E, he will assume you are standing in front of him and will respond to you with voice, sound effects and motion (one time only). He will then move away and turn his body to face you again and wait for you to clap.
 - b). move to another location and clap, Wall•E will detect the new sound direction and turn his body to you and wait for you to clap again.
5. To exit Follow Mode, press the red circle button on Wall•E or the  button on the remote control. Note: After playing continuously for a while, Wall•E will take a rest and exit Follow Mode automatically.



Dia. E



Dia. F



Tips:

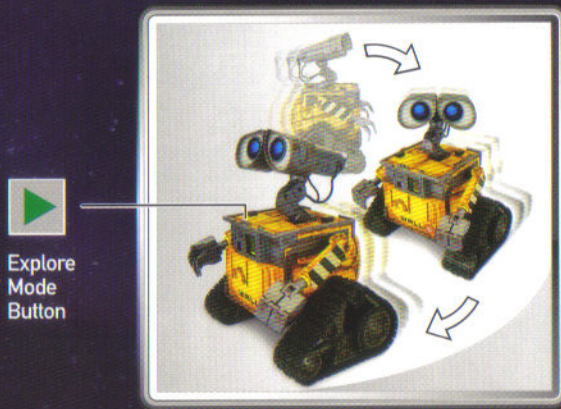
- The actual distance between you and Wall•E may vary depending on your height and background noise. Try testing different distances to find one that gives the best result.
- Wall•E's audio sensors may pick up background noise or echoes bounced back from surrounding objects. For best results, play with Wall•E in a quiet, large open area.
- In this mode, Wall•E's motion sensors are disengaged so he can focus his attention on following you.
- Depending on his mood, sometimes Wall•E may not follow you. Be patient and keep trying to get his attention by clapping your hands.

* US & International Patents Pending

EXPLORE MODE

Ultimate Wall•E is always curious about new things. Give him the chance and he will roam on his own without remote guidance.

1. Press the green triangle button on Wall•E (Dia. G) or the  button on the remote control to activate Explore Mode.
2. Wall•E will embark on an adventure to explore his environment. There are 3 different routes preset into Wall•E's programming.
3. In this mode, Wall•E's obstacle sensors will be engaged. He will be able to detect and avoid most obstacles in his path.
4. To exit Explore Mode, press the green triangle button on Wall•E or the  button on the remote control. Note: After roaming for a while, Wall•E will take a rest and exit the Explore Mode automatically.




Dia. G

Tips:

- Avoid playing on a slope or near stairs. This may cause Wall•E to fall and incur damage.
- Exercise caution when activating the Explore Mode. Do NOT leave Wall•E unattended.
- Play with Wall•E in a large spacious area without delicate or breakable objects.
- An obstacle's shape and color may affect sensor performance. For example, Wall•E may not be able to detect or avoid dark, small or thin objects (i.e. table/chair legs).
- In this mode, Wall•E's audio and motion sensors will be disabled.

DANCE MODE

Ultimate Wall•E loves to dance!

1. Press the yellow square button on Wall•E (Dia. H) or the  button on the remote control to activate Wall•E's Dance Mode.
2. Wall•E will play a tune through his built-in speaker and start dancing and moving to the rhythm!
3. To exit Dance Mode, press any button on Wall•E or the remote. Note: If there is no activation for a while, Wall•E will exit Dance Mode automatically.



Dia. H

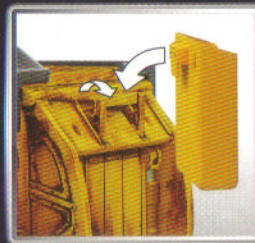


MP3 Music Mode

Ultimate Wall•E can play your favorite MP3 music complete with rhythmic light effects. Place your music player in Wall•E's MP3 backpack and he will become a mobile MP3 sound system!



1. Pull out hanger on Wall•E's back to clip on the MP3 backpack (included) as shown (Dia. I). Use the strap (included) to secure smaller MP3 players if necessary. Remove strap to fit larger music devices.
2. Plug in the MP3 connection cable (included) to Wall•E's line-in jack and to your music player (Dia. J). Adjust volume on the music device.
3. Wall•E will start playing your favorite music through his built-in speaker. SPECIAL FEATURE: Watch his eyes glow and blink in rhythm to the music!
4. Use the remote to maneuver Wall•E as a mobile MP3 sound system.
5. While in this mode, Wall•E continues to respond to button activation. You may activate the TALK, DANCE, DIRECT CONTROL, STOP and any one of the 8 expression buttons or use the joysticks or the Touch Pad. Other functions will be disabled. Note: Wall•E's eyes will light up during these other activations even if they were shut off in the MP3 Music Mode.
6. After playing for a while, Wall•E's eyes will shut off to save battery life.
7. If the MP3 music stops and Wall•E is left idle for a while, he will take a rest and go into sleep mode. Press any button on Wall•E to wake him.
8. To exit MP3 Music Mode, unplug the cable from Wall•E's back.



Dia. I



Dia. J

Tips:

- Wall•E's eyes will light up again (1) if you unplug and reconnect the MP3 cable on Wall•E. (2) when you wake Wall•E from sleep mode.
- In this mode, Wall•E's audio and motion sensors will be disabled. The infrared obstacle sensors will be activated when you use the remote control or press the DANCE button on Wall•E.

iPod® not included. iPod is a registered trademark of Apple Computer, Inc.


ULTIMATE PROGRAMMABLE REMOTE CONTROL

Use the wireless infrared remote control to activate a wider range of Ultimate Wall•E's actions and expressions. Send instant commands to Wall•E or program and store action sequences with over 1000 action combinations!


The Ultimate Programmable Remote Control has 5 special features:

- Instant Action Commands
- Touch Pad* Control
- Dual Joysticks
- Direct Control
- Programming Mode

POWER ON

Switch the function selector on back to ON. When the  button lights up, the remote is ready for input.

SLEEP MODE

If there is no activation for a while, the remote and Touch Pad will go to sleep and the  button will shut off. Press any one of the 16 command buttons on the remote or move a joystick to wake up the remote and Touch Pad.

Note: Drawing on the Touch Pad will not wake it up.





Tips:

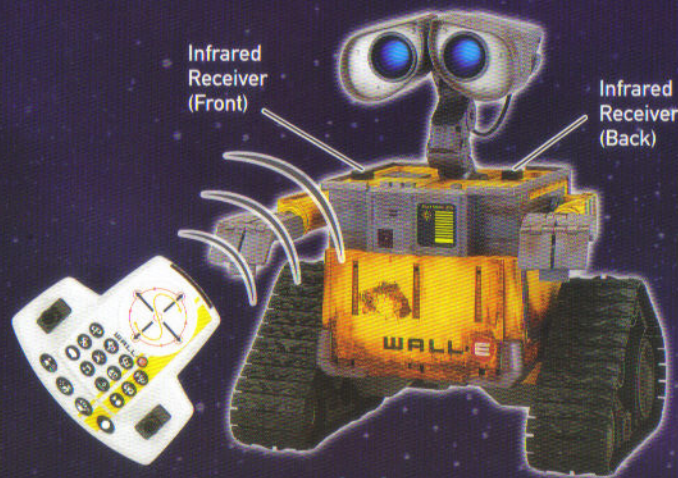
- The infrared remote control is suitable for indoor play only. Make sure there are no obstacles blocking the infrared signals between Wall•E and the remote.
- Never modify the transmitter or receiver or change any components inside.
- Do NOT place the remote on a surface with the joysticks facing down. When the joysticks are not in the upright position, the remote will remain active and continue to consume battery life.

* US & International Patents Pending

INSTANT ACTION COMMANDS

It's fun to direct Ultimate Wall•E's actions and responses by remote!

1. Once the remote control is activated, aim the transmitter at Wall•E's front or back infrared receiver and:
 - a. Select and press a command button (see page 17 for complete functions).
 - b. Use your index finger to trace a pattern on the Touch Pad (see page 18).
 - c. Move the left and/or right joystick(s) (see page 19).
2. Wall•E will instantly respond to your command with original voice, actions, lights and sound effects.
3. If action commands have been programmed (see page 21), press the  PROGRAM START/REPLAY button and Wall•E will execute the previously stored commands in sequence. Press it again and Wall•E will replay the commands from the beginning. Press the  STOP button to stop any action or command.



Tips:

- Be sure Wall•E's power is also turned on (selector on back set to PLAY, see page 4).
- If left idle for a while, Wall•E and the remote control will go into sleep mode to conserve battery life. Press any button on Wall•E to wake him. To reactivate the remote, move a joystick or press a command button on the remote.

REMOTE CONTROL FUNCTIONS

Joysticks - Move joystick(s) forward or backward and WALL•E will move forward or backward. Move one joystick forward and the other backward and Wall•E will make a left or right turn (see page 19).



PROGRAM

Press button to enter PROGRAM mode (see page 21).



PROGRAM START/REPLAY

Press this button and WALL•E will perform any stored program commands. Press it again to replay from the beginning.



STOP

Press button to stop current action/sound effects.



LED INDICATOR

The remote control is activated when this button lights up. If the remote and Touch Pad go into sleep mode, the light will shut off. Move a joystick or press a command button to wake up both.

PROGRAMMABLE COMMAND BUTTONS



HAPPY



SAD



EXCITED



GREETINGS



FUNNY



SURPRISED



NERVOUS



FRIENDLY

EXPRESSIONS

Press any of the 8 buttons to see different Wall•E expressions with voice and sound effects.



TALK

Hear Wall•E's original voice with sound effects.



DANCE

Wall•E plays and dances to his own music clip.

SPECIAL FUNCTION COMMAND BUTTONS



FOLLOW MODE

Press button to activate Follow Mode. Then clap your hands twice to have Wall•E follow you (see page 11).



EXPLORE MODE

Press button to activate Explore Mode. Wall•E will roam about on his own without remote guidance (see page 12).



DIRECT CONTROL

Press button to access Direct Control of Wall•E's head, eye shutters, arms and body (see page 20).

TOUCH PAD* CONTROL

The innovative Touch Pad allows for quick and easy control at your finger tip!



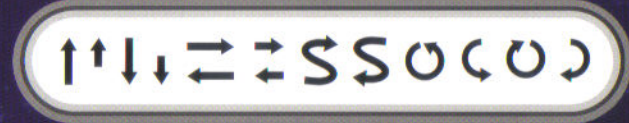
1. Use your index finger to trace a pattern on the Touch Pad (see patterns below).

IMPORTANT: Finger must be in direct contact with the Pad while tracing the pattern but avoid touching the edge.

2. After a pattern is traced, lift your finger from the Pad. (This confirms the pattern to be transmitted to Wall•E). Wall•E will then replicate the pattern.

3. If there is no activation for a while, the remote control and Touch Pad will go into sleep mode to conserve battery life. Move a joystick or press any one of the 16 command buttons to wake up the remote and Touch Pad.

14 MOVES & TURNS:



Tips:

- When the **E** button is illuminated, the remote and the Touch Pad is ready for input. (Touch Pad automatically switches on when the remote is activated.)
- The Touch Pad only works by a single point of direct contact with your finger. (We recommend using your index finger). It will not work if there is no direct contact or more than one contact points on the Pad.
- Wall•E responds only to the preset patterns on the Touch Pad and is unable to recognize any other patterns. If a pattern is not traced properly, Wall•E will do his best to interpret your input.
- If Touch Pad is not functioning properly, try resetting it by turning the power off and on again.
- Do NOT wear gloves while using the Touch Pad. Avoid drawing on the Pad with long fingernails.
- Avoid moisture on the Touch Pad. Clean your finger often to remove sweat or dirt.
- Keep the Touch Pad dry and clean. Use a soft dry cloth to clean the surface if needed.
- Do NOT use pens, sticks or sharp objects on the Touch Pad.
- For best results, play with Wall•E in a large spacious area as some of the patterns require Wall•E to make large turns.
- **CAUTION:** Stay away from cellular phones and electrical appliances with motor sounds when using the Touch Pad as it may cause interference.

* US & International Patents Pending

DUAL JOYSTICKS

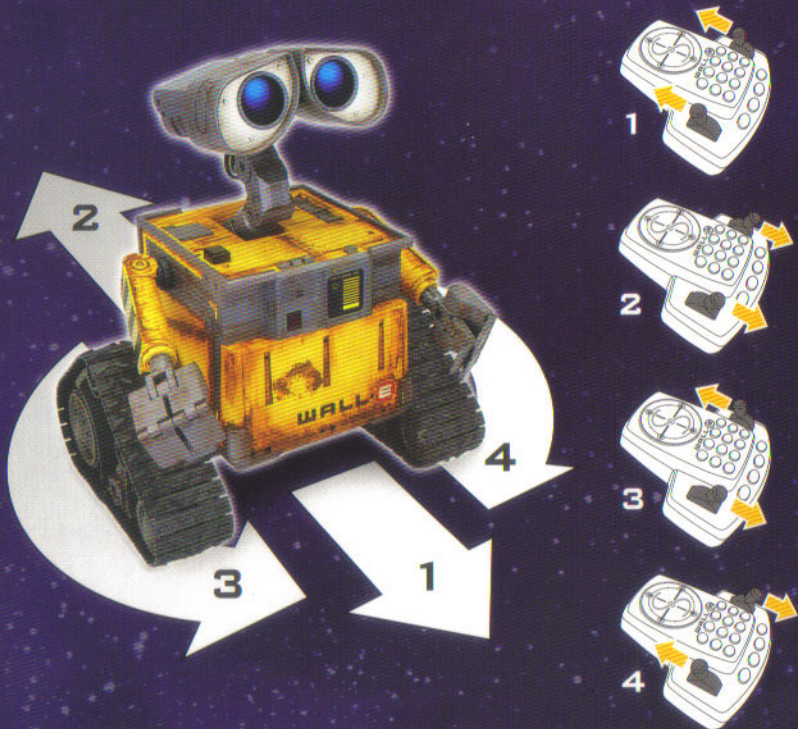
Use the joystick(s) to control Ultimate Wall•E's tread movements.

A. Using a single joystick:


- Move the left or right joystick forward or backward and Wall•E moves forward or backward.


B. Using dual joysticks:

1. Both joysticks forward - Wall•E moves forward.
2. Both joysticks backward - Wall•E moves backward.
3. Right joystick forward, left joystick backward - Wall•E turns left.
4. Right joystick backward, left joystick forward - Wall•E turns right.



DIRECT CONTROL






Press the  button on the remote to activate DIRECT CONTROL. This special feature lets you make individual adjustments on Wall•E's head, eye shutters, arms and body. Practise using the joysticks and you will be able to show off Wall•E with various unique expressions and gesture, all by remote!

Once entered DIRECT CONTROL, press the  button to select specific parts for adjustment. Use the left and/or right joysticks to operate. See chart below for details.

DIRECT CONTROL ACTION SEQUENCE									
Automatic First Response	Right Joystick		Left Joystick		Right & Left forward	Right backward, Left forward	Right forward, Left backward	Right & Left backward	
	Forward	Backward	Forward	Backward					
1st Button Press - Head									
Head resets & bows	Left turn	Right turn	Tilts up	Bows	Left turn, bows	Right turn, bows	Left turn, tilts up	Right turn, tilts up	
2nd Button Press - Eye Shutters & Head Adjustment									
Head resets or bows	Full left eye, half closed, shut, half closed	Head adjusts up	Full right eye, half closed, shut, half closed	Head adjusts down	Right & left eyes blink alternately	Right eye adjusts, head adjusts up	Left eye adjusts, head adjusts down	Head adjusts up	
3rd Button Press - Arms & Hands									
Arms move up & down	Left hand rotates & raises arm	Left arm goes down & hand rotates	Right hand rotates & raises arm	Right arm goes down & hand rotates	Both hands rotate & raise both arms	Right arm up & left arm down	Right arm down & left arm up	Both arms down & hands rotate	
4th Button Press - Body									
Tilts forward	Tilts back (reset)	Tilts forward	Tilts back (reset)	Tilts forward	Tilts back (reset)	(no action)	(no action)	Tilts forward	
5th Button Press - Exit									
Both treads turn left and right, exit DIRECT CONTROL.									

PROGRAMMING MODE

You can design and program Ultimate Wall•E's various actions, expressions and sound effects! With over 1000's of program combinations, you can design a different action sequence every time!

1. Press the  PROGRAM button on the remote to enter Program Mode. You will hear a confirmation response from Wall•E. (Note: All previously recorded actions will be erased.)
2. Select and press any one of the 10 programmable command buttons (see page 17) or trace out a pattern on the Touch Pad (see page 18) to program Wall•E. Up to 64 commands in total. You will hear a sound effect per every 10 interval commands stored.
3. When finished programming:
 - a) If less than 64 action commands - Press the  PROGRAM button, or the  STOP button or move a joystick to store the commands and exit to normal play mode (you will hear a response from Wall•E). Wall•E will perform the programmed actions when you press the  PROGRAM START/REPLAY button. Press it again and Wall•E will replay the stored commands from the beginning.
 - b) If total 64 action commands - Wall•E automatically stores all 64 commands and exits to play mode. Press the  PROGRAM START/REPLAY button and he will execute the programmed actions.
4. To make any changes, repeat from step 1.

NOTE: All stored commands will be erased if Wall•E's function selector (on back) is switched to OFF.



Tip: Play in a large spacious area for Wall•E to properly carry out all the stored action commands.

HELPFUL HINTS/WARRANTY

1. Ultimate Wall•E is powered by various batteries in 3 locations. If for any reason Wall•E is not responding properly, try checking the following:
 - a. When the LED light on Wall•E's chest lights up with a double tone alert sound, the 4 AA batteries are running low. Wall•E will stop responding to any button or remote command. Follow instructions on page 6 to replace batteries.
 - b. When Wall•E's tread motion starts to slow down, it is time to recharge the Ni-MH battery pack (see instructions on pages 7 & 8). Some sensors may not function properly due to low power in the battery pack.
 - c. If Wall•E is not responding to the remote control, it may be time to change the 3 AA batteries in the remote (see instructions on page 6).
2. Always try to play with Wall•E in a quiet, large spacious area without breakable or delicate objects. Some of his actions may require large turning radius and his arms may make rapid movements.
3. Do NOT play with Wall•E on a slope or near stairs as Wall•E may fall or tip over and incur damage.
4. Always let Wall•E finish his speech and actions before talking to him or pressing another command button.
5. Stand close to Wall•E when playing in Talk Back or Follow Mode for best results.
6. Ultimate Wall•E is a highly intelligent robot and behaves like a real person. Sometimes he may not be in a playful mood and his actions may not follow the proper play pattern. Be patient and try again or play in a different mode.
7. If left idle for a while, Wall•E and the remote control will go into sleep mode to save battery life. Press any button on Wall•E to wake him. To reactivate the remote (and Touch Pad), move a joystick or press a command button on the remote.
8. This toy is designed for indoor play only. Do NOT play in a wet environment.
9. Always carry Wall•E by holding his body. Do NOT carry the toy just by holding the head, neck or arm(s).
10. In the event that Wall•E's head become detached, reattach it by aligning the head joint to the notch on the neck as shown (Dia. K) and snap into position. Gently push head down until a click sound is heard.
11. Remove all batteries from Wall•E and the remote control and set the function selectors to OFF before storing the toys for a long period of time.



Dia. K

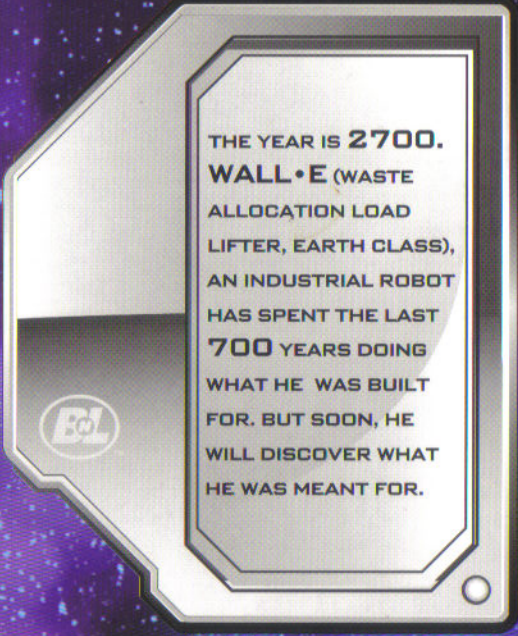
NINETY DAYS LIMITED WARRANTY

THINKWAY warrants to the original consumer purchaser that this toy 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 the United States. This product meets or exceeds the safety requirements of F763-07.

Questions or Comments?
Call us toll free at any time.
THINKWAY Consumer Services
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WHAT HE WAS BUILT
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