

CAUTION-ELECTRIC TOY: NOT RECOMMENDED FOR CHILDREN UNDER EIGHT YEARS OF AGE. AS WITH ALL ELECTRIC PRODUCTS, PRECAUTIONS SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK.

AGES 8+

R.A.D.TM 4.0

INSTRUCTION SHEET

IMPORTANT:

**PLEASE READ THESE INSTRUCTIONS
PRIOR TO USING R.A.D.TM 4.0!**

PLEASE KEEP THIS SHEET FOR FUTURE REFERENCE!

HELPFUL TIPS:

- 1. FOR VOICE COMMAND TO WORK, YOU MUST SPEAK SLOWLY AND CLEARLY!**
- 2. THE MORE YOU USE R.A.D.TM 4.0 - THE BETTER YOU WILL BECOME AT MAKING R.A.D.TM 4.0 UNDERSTAND YOU!**
- 3. IF R.A.D.TM 4.0 DOES NOT UNDERSTAND YOUR COMMAND, REPEAT THE COMMAND CLEARLY.**
- 4. DO NOT TALK WHEN R.A.D.TM 4.0 IS TALKING OR MAKING SOUNDS - HE WILL NOT HEAR YOU!**
- 5. GIVE R.A.D.TM 4.0 A VERY BRIEF MOMENT AFTER HE FINISHES SPEAKING OR MOVING BEFORE YOU GIVE YOUR NEXT COMMAND!**
- 6. THE CONTROLLER MUST BE IN R.A.D.TM 4.0'S HEAD IN ORDER TO RESPOND TO VOICE COMMANDS!**
- 7. IF R.A.D.TM 4.0 "HANGS UP", SIMPLY TURN R.A.D.TM 4.0 OFF AND ON.**
- 8. IF R.A.D.TM 4.0 STOPS UNDERSTANDING YOUR COMMANDS, RECHARGE THE BATTERY.**
- 9. IF R.A.D.TM 4.0 IS NOT RESPONDING TO COMMANDS FROM THE CONTROLLER, CHANGE THE BATTERY IN THE CONTROLLER AND/OR CHANGE THE LOCATION WHERE YOU ARE USING R.A.D.TM 4.0 AS THERE MAY BE INTERFERENCE FROM OTHER ELECTRICAL DEVICES.**

SET-UP

6V Ni-Cd battery (INCLUDED)

- R.A.D.TM 4.0 is powered by a 6V Ni-Cd battery!

To Charge the 6V Ni-Cd Battery:

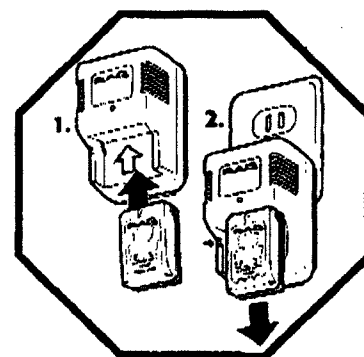
- Insert the 6 V Ni-Cd rechargeable battery into the charger. Be sure the polarity is correct.
- Plug the charger (with the battery in place) into a standard 110/120V indoor electrical outlet.
- Allow the battery to charge for 4 hours. Increased charging time will not increase running time or improve battery performance.
- R.A.D.TM 4.0 will operate approximately 15 to 30 minutes depending on use and condition of battery.

IMPORTANT: It is normal for the battery pack to become warm after charging and during use. Allow battery pack to cool before recharging or using. Allow battery to be fully discharged before recharging. Not doing so will greatly decrease battery performance.

CAUTION:

- Do not charge battery if it or the charger are wet.
- Do not recharge battery pack if it is hot.
- Allow battery pack to cool before recharging.
- Periodically inspect battery pack for leaking or corrosion.
- Do not attempt to disassemble the battery pack.
- Do not recharge if damaged.
- Do not incinerate.
- Recycle or dispose of properly.

- The charger is not a toy.
- The toy must only be used with the supplied charger in the set.
- The charger must be operated by an adult.
- Parents should periodically inspect the charger for conditions that may result in the risk of fire, electric shock, or injury to persons and that, in an event such conditions, the charger should not be used until properly repaired.



1. Insert battery pack into charger.
2. Push the release button to remove the battery.

USER'S
GUIDE

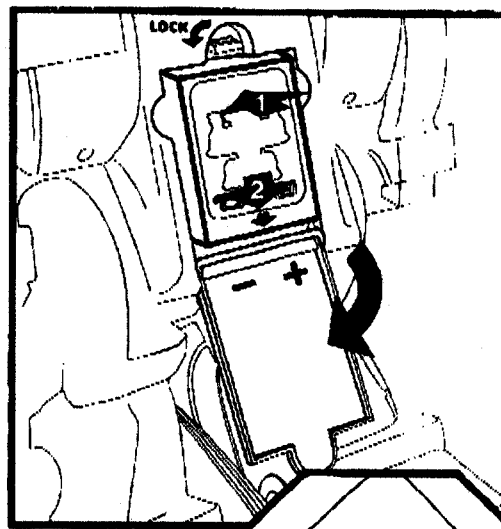
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OPEN

INSTALLING THE BATTERY INTO R.A.D.™ 4.0:

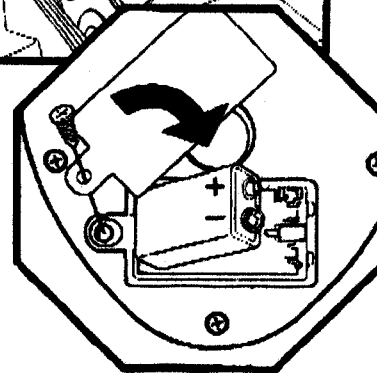
- Insert a FULLY CHARGED 6V Ni-Cd battery into your R.A.D.™ 4.0 as shown - be sure the polarity is correct.

- 1) Insert the battery pack (label side out) with the arrow pointing down.
- 2) Position the battery at the top of the battery compartment & slide it downward to snap it into place. Turn the lock at the top of the battery compartment to secure the battery. Close cover. To remove battery pack, unlock and slide battery up.



INSTALLING THE BATTERY INTO THE CONTROLLER:

- Unscrew the battery door of the controller and insert a standard 9V battery into the controller as shown - be sure the polarity is correct.



POWER ON/RESET:

- Power R.A.D.™ 4.0 on by sliding the On/Off switch (on the bottom of R.A.D.™ 4.0 - Below the battery).
- R.A.D.™ 4.0's eyes will light up and R.A.D.™ 4.0 will speak to let you know that he is on.

NOTE: To reset R.A.D.™ at any time, turn the power OFF and then back ON again.

SPEED SELECT:

- You can select the Speed at which R.A.D.™ 4.0 Robot moves by adjusting the Speed Select Switches on R.A.D.™ 4.0's feet. **NOTE: EACH FOOT HAS TO BE ADJUSTED SEPARATELY TO THE SAME SPEED.**

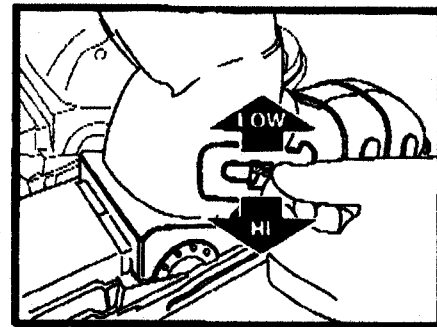
HIGH SPEED:

- High Speed is for fast motion on flat surfaces. High Speed is not recommended for carpet.

LOW SPEED:

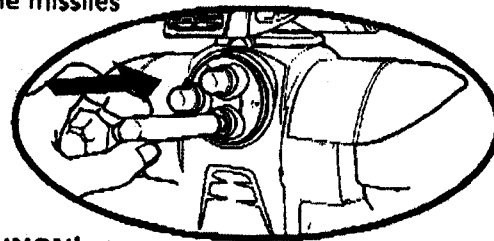
- Low Speed makes R.A.D.™ 4.0 Robot easy to maneuver and VERY powerful.

IMPORTANT: Be sure BOTH FEET are in the same speed!



MISSILES:

- To load missiles into R.A.D.™ 4.0 Robot simply push the missiles into the tubes on R.A.D.™ 4.0's chest until the missile locks in place. If a missile will not lock in place, advance the missile shooter by pushing the fire button (or by moving with your hand) for a very short time and try again.



CAUTION! NEVER FIRE ANYTHING OTHER THAN R.A.D.™ 4.0'S MISSILES FROM HIS CHEST-MOUNTED CANNON!

NOTE: R.A.D.™ 4.0 can ONLY fire missiles in DRIVE and SPY MODE - you CANNOT FIRE MISSILES BY VOICE COMMAND!

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WHERE YOU CAN USE R.A.D.™ 4.0:

INDOORS:

- R.A.D.™ 4.0 Robot will work on most surfaces including flat floors, tile, and low-pile carpet.

OUTDOORS:

- R.A.D.™ 4.0 Robot can be used outdoors on clean, flat surfaces. Do not run R.A.D.™ 4.0 Robot through WATER or SAND - this can damage R.A.D.™ 4.0's electronics and gears.

OPERATING YOUR R.A.D.™ 4.0 ROBOT:

VOICE COMMAND MODE:

Command Mode is the mode where you control R.A.D.™ 4.0 with **VOICE COMMANDS**.

- **WHENEVER THE CONTROLLER IS IN R.A.D.™ 4.0'S HEAD, R.A.D.™ 4.0 is in Command Mode!**
- **R.A.D.™ 4.0 recognizes more than 50 voice commands.**

To give a voice command (refer to **SPEECH TREE** for Commands).

1. Say **"RAD"** to let R.A.D.™ 4.0 know that you want to give a command.
2. R.A.D.™ 4.0 will reply with **"READY FOR COMMAND"**.
3. You can then give any of the commands in **LEVEL 2** of the **SPEECH TREE Chart**.
4. Give R.A.D.™ 4.0 a very brief moment after he finishes speaking or moving before you give your next command!

"HELLO" COMMAND:

- R.A.D.™ 4.0 will say one of several greetings.
- After the reply, you will be taken back to the top of the Speech Tree and you must say **"RAD"** again to initiate another command.

"HELP" COMMAND:

- R.A.D.™ 4.0™ will provide you with information for customer service.
- After the reply, you will be taken back to the top of the Speech Tree and you must say **"RAD"** again to initiate another command.

"GOOD-BYE" COMMAND:

- R.A.D.™ 4.0 will say one of several greetings.
- After the reply, you are taken back to the top of the Speech Tree and you must say **"RAD"** again to initiate another command.

"MOVE" COMMAND:

- R.A.D.™ 4.0 will be put into **MOVE MODE**.
- The Middle of R.A.D.™ 4.0's eye will change to green to let you know he is ready for commands.
- Any command in the move group can be given.
- Another command from the move group can be given **AFTER** R.A.D.™ 4.0 has finished the previous command (within 3-4 seconds) as long as R.A.D.™ 4.0's eyes are still green.
- If R.A.D.™ 4.0's eyes change back to **RED**, you must say the word **"RAD"** followed by the word **"MOVE"** to get R.A.D.™ 4.0 back into **MOVE MODE**.
- If you want to get out of **MOVE MODE**, you can either:
 - A. Wait 3-4 seconds for R.A.D.™ 4.0 to get out of Mode on his own.
 - B. Say **"RESET"** - this command will bring you back to **LEVEL 1** of the Speech Tree.

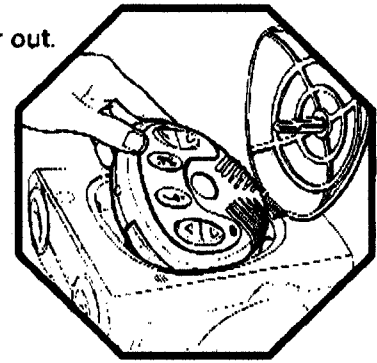
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"DRIVE" COMMAND:

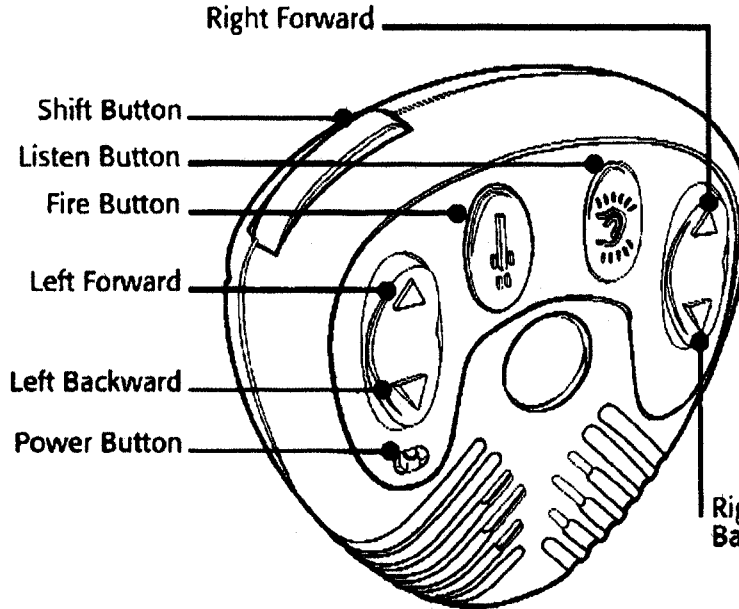
- The Drive Command will put R.A.D.™ 4.0 into DRIVE MODE.
- R.A.D.™ 4.0's head will open and you can take the controller out.
- You can now control R.A.D.™ 4.0 with the hand controller.
- R.A.D.™ 4.0 WILL NOT BE IN DRIVE MODE UNTIL THE CONTROLLER IS REMOVED FROM HIS HEAD!



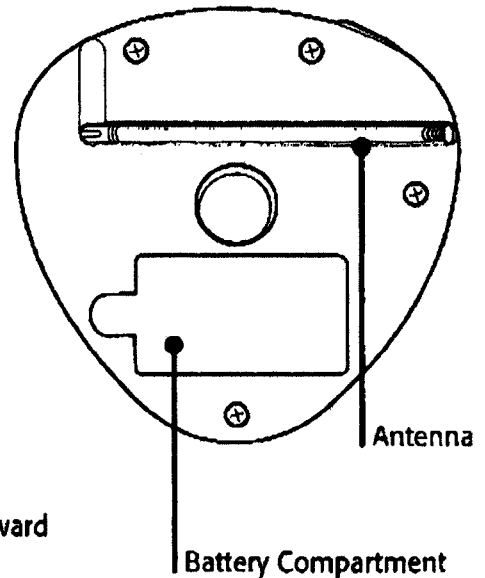
NOTE: Be sure to raise the ANTENNA on the controller!

TO DRIVE R.A.D.™ 4.0:

Controller Front



Controller Back



R.A.D.™ 4.0 FUNCTION CHART	
FUNCTION	BUTTON(S)
FORWARD	LEFT FORWARD + RIGHT FORWARD
BACKWARD	LEFT BACKWARD + RIGHT BACKWARD
LEFT FORWARD	RIGHT FORWARD
RIGHT FORWARD	LEFT FORWARD
LEFT BACKWARD	RIGHT BACKWARD
RIGHT BACKWARD	LEFT BACKWARD
360° SPIN LEFT	RIGHT FORWARD + LEFT BACKWARD
360° SPIN RIGHT	LEFT FORWARD + RIGHT BACKWARD
FIRE	FIRE MISSILES
LISTEN	LISTEN TO WHAT R.A.D.™ 4.0 HEARS
OPEN HEAD	SHIFT + FIRE
TURN ON THE SOUND	SHIFT + RIGHT BACKWARD
TURN OFF THE SOUND	SHIFT + LISTEN

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"SPY" COMMAND:

- The Spy Command will put R.A.D.™ 4.0 into SPY MODE.
- SPY MODE is EXACTLY the same as DRIVE MODE, only R.A.D.™ 4.0 will be silent.

NOTE: In DRIVE and SPY MODE - YOU are controlling R.A.D.™ 4.0 with the Radio Control Unit - Interference can be caused by a variety of devices both inside and outside. If R.A.D.™ 4.0 Robot does not seem to be responding to the signal from the transmitter, try using R.A.D.™ 4.0 in a different location or at a different time.

"GUARD" COMMAND:

- The Guard Command will set R.A.D.™ 4.0 to guard your room or any area.
- To set R.A.D.™ 4.0 to **GUARD**:

1. Give the "GUARD" Command "**RAD GUARD**".
2. When R.A.D.™ 4.0 asks, you must say what you want your password to be. Your password can be any of the words listed in the **PASSWORD SELECT CHART**.

3. R.A.D.™ 4.0 will confirm your password.
4. When R.A.D.™ 4.0 says "**I WILL PROTECT YOU**", he will begin guarding.

● In **GUARD Mode**:

1. If R.A.D.™ 4.0 hears a loud sound, he will ask, "**WHAT IS THE PASSWORD?**"
2. If the correct password is given, R.A.D.™ 4.0 will stop guarding.
3. If the wrong password is given, R.A.D.™ 4.0 will arm!
4. If R.A.D.™ 4.0 hears a sound after he is armed, he will attack!

NOTE: Each time R.A.D.™ 4.0 is turned "OFF" and "ON", the password will be reset back to "RAD".

PERSONALIZING:

- You can change R.A.D.™ 4.0's name at any time by pressing the **PERSONALIZE** button (on the top of R.A.D.™ 4.0's head).
- When R.A.D.™ 4.0's asks, you must say what you want to name your "**RAD**". You can name R.A.D.™ 4.0 any of the given names listed on the **NAME CHART**.
- After R.A.D.™ 4.0's name has been changed, you **MUST** call him by the name, **NOT "RAD"**.
- Each time that R.A.D.™ 4.0 is turned on, his name will automatically go back to "**RAD**".

PASSWORD SELECT CHART	
ICE CREAM	
PIZZA	
FRENCH FRIES	
MUSIC	
GOLDFISH	
HOMEWORK	
HOT DOG	
HAMBURGER	
CANDY	

NAME SELECT CHART	
RAD	
ROBOT	
THREE	
X-249	
HAPPY	
ROVER	
Z-18	
JOE	

GUIDE
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SPEECH TREE CHART

LEVEL 1

R.A.D.™ 4.0 (or ASSIGNED NAME)

LEVEL 2

R.A.D.™ 4.0 will reply "READY FOR COMMAND"

HELLO

HELP

GOOD-BYE

GUARD

DRIVE

GOOD-BYE

MOVE

PLAY

TRICK

LEVEL 3

MOVE

1. GO
2. FORWARD
3. RIGHT
4. LEFT
5. TURN AROUND
6. ABOUT FACE
7. BACKWARD

RESET

PLAY

1. SING
2. CRASH
3. HAPPY BIRTHDAY
4. BOOGIE
5. GET DIZZY
6. QUESTION

RESET

TRICK

1. SQUARE
2. CIRCLE
3. FIGURE EIGHT
4. DANCE
5. SORRY
6. TALK
7. DO SOMETHING
8. JUMP
9. MEOW
10. BARK
11. CLEAN UP
12. GROOVE

RESET

Back to LEVEL 1

Back to LEVEL 1

Back to LEVEL 1

If you have any questions or comments, our Customer Service Representatives will be glad to help you.
Call: 1-800-222-9060
between 9:00am and 5:00pm EST, Monday through Friday, or write to:

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.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: 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 receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is needed.
- Consult the dealer or an experienced radio / TV technician for help.