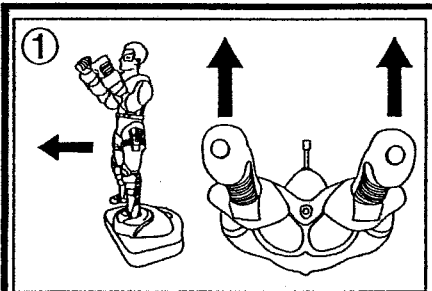
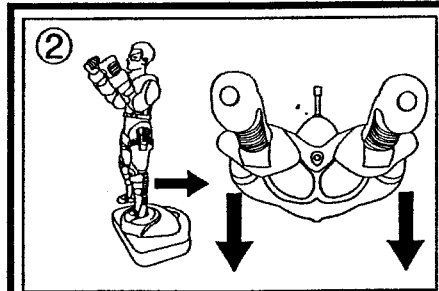


HAND CONTROLLER OPERATION:

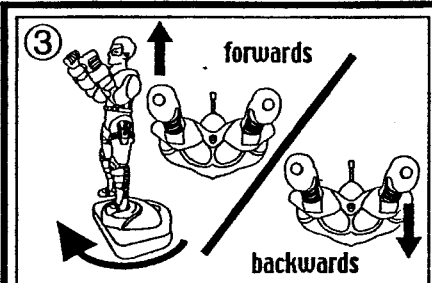
The twin joysticks allow the Gladiators maximum maneuverability and fearsome fighting action.



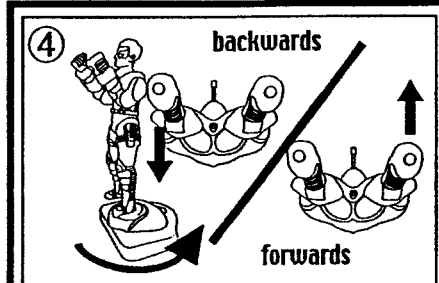
1. Push both sticks forwards to advance.



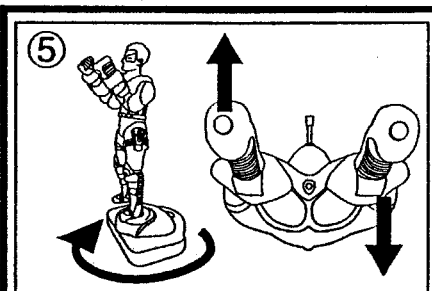
2. Pull both sticks back to retreat.



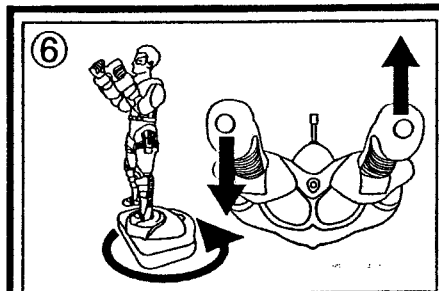
3. Turning clockwise. To move forwards in a wide clockwise circle push the left stick forwards. To move backwards in a wide clockwise circle pull the right stick back.



4. Turning anti-clockwise. To move backward in a wide anti-clockwise circle push the left stick back. To move forward in a wide anti-clockwise circle pull the right stick forwards.



5. Push the left stick forwards and the right stick backwards at the same time and the fighter will spin on the spot clockwise.



6. Push the right stick forwards and the left stick backwards at the same time and the fighter will spin on the spot anti-clockwise.

BATTERY DIAGRAM

BATTERY INSTALLATION

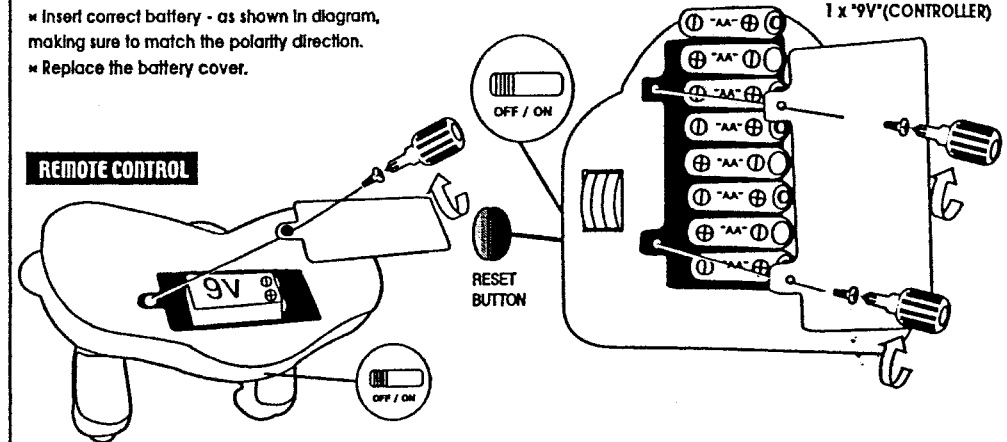
- Remove the battery compartment cover using a screwdriver as shown.
- Insert correct battery - as shown in diagram, making sure to match the polarity direction.
- Replace the battery cover.

BASE OF COMBAT PLATFORM

BATTERY DETAILS:

Cyber Gladiator requires:
8 x "AA"(CHARACTER)
1 x "9V"(CONTROLLER)

REMOTE CONTROL



IMPORTANT BATTERY INFORMATION

- Do not mix old and new batteries.
- Do not mix alkaline, standard (Carbon zinc) or rechargeable (nickel-cadmium) batteries.
- Rechargeable batteries not recommended.
- Batteries should be replaced by adults because of small parts.

Batteries are to be inserted with correct polarity.

Non-rechargeable batteries are not to be recharged. Only batteries of the same or equivalent type as recommended are to be used. Exhausted batteries are to be removed from the toy. The supply terminals are not to be short-circuited.

Manufactured and Distributed by:
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T.M.R. Quebec H4N 2R1
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Made in china.

Wow-Wee Int'l, Unit 301 C,
92 Granville Rd. T.S.T. East, Kowloon, H.K.

<http://www.wowwee@wowwee.com>

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.

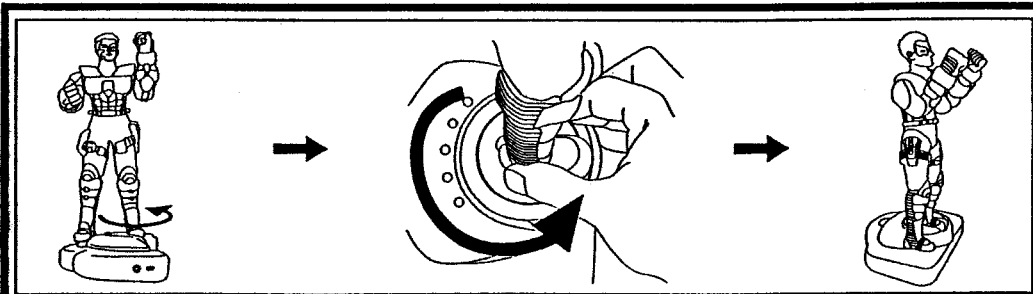
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate 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 one 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.



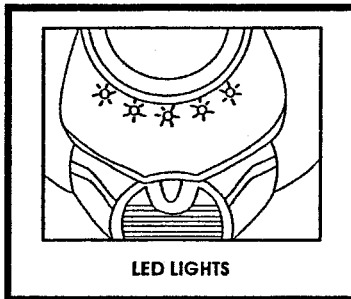
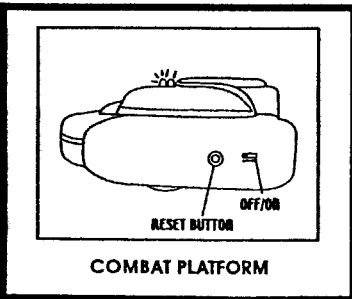
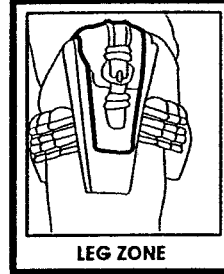
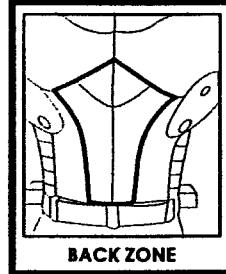
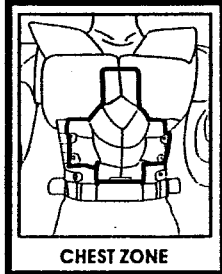
EXTREME CYBER GLADIATOR OPERATION INSTRUCTION SHEET



Please Note: When removing Gladiator from package, the figure must be placed into proper fighting position before operating. Gladiator may be placed in correct fighting position by turning its left foot anti-clock wise, until figure is facing forward (as shown in diagram above). Now your Cyber Gladiator is ready for action.

STRIKE ZONE

The Gladiator reacts to being hit and kicked in the chest, back, leg and head with realistic sounds.



The sensors in the STRIKE ZONES react to Hits! After any three hits, one of the LED lights on the combat platform will switch off. When five lights are off (total of 15 hits), the Gladiator will cease to function until you press the reset button.

FUNCTION BUTTONS: Please refer to the diagram.

