

TROUBLESHOOTING		
QUESTION	CAUSE	SOLUTION
The Light on the Scorpion or Controller is out	Dead batteries	Replace Batteries
	Auto off	Switch OFF & ON again, Redo connection (Page2)
The Controller won't make connection	Too far away	Try again closer
The Scorpion seems slow	Batteries draining	Replace batteries
The Scorpion won't run on carpet	Surface too rough	Try a smoother surface
Jaws won't close	Not hitting center	Hit the mouth dead center
Jaws won't snap open	Not open enough	Move then until they click



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PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE.
COLORS AND CONTENTS MAY VARY.

52397-EU-EN

TEKSTA ROBOTICS SCORPION




OPERATORS' MANUAL

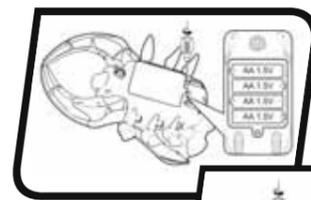
5+

Teksta Scorpion is a highly sophisticated robotic character with a specialized motor mechanism for precise control

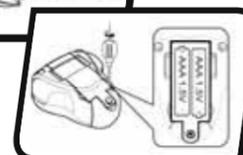
Follow these instructions to get up and running quickly and keep them in a safe place for future reference

INSTALLING BATTERIES

Remove screw and battery door under the scorpion. Install 4 AA/LR6 batteries in as shown. Replace the battery door and tighten the screw



Remove the screw and battery door under the controller. Install 2 AAA/LR03 batteries as shown. Replace the battery door and tighten the screw.



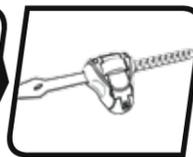
Battery Safety information:
Different types of batteries or new and used batteries are not to be mixed.
Non-rechargeable batteries are not to be recharged.
Rechargeable batteries are to be removed from the toy before being charged.
Rechargeable batteries are only to be charged under adult supervision.
Exhausted batteries are to be removed from the toy. Supply terminals are not to be short-circuited. Batteries are to be inserted with the correct polarity.
Do not mix alkaline, standard (Carbon-Zinc), or rechargeable (Nickel-Cadmium) batteries

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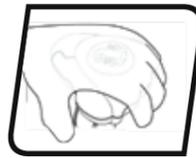
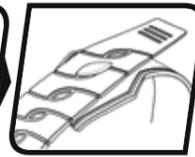
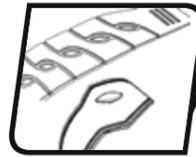
THE CONTROLLER

The controller attaches to your hand, measures your precise movements and directs the robot to follow— Forward / Backwards / Left / Right and even control speed.

INSTALLING CONTROLLER STRAP



Thread the adjustable strap through the slots on the bottom of the controller.

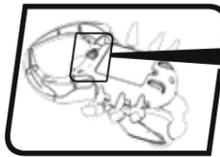


There are two ways to use the controller. One is simply to hold it in the palm of your hand. If you choose this method, you don't need to install the strap.



The other method is to attach the controller to the top of your hand. For this method, slide the plastic strip through the slots in the controller so that both sides stick out. Place the controller on top of your hand and fasten the straps together in your palm. Adjust as necessary.

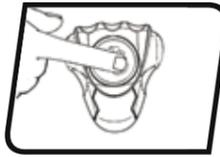
SETTING FREQUENCY



Every time you turn the Scorpion or the Controller on and off, you need to set the frequency.

First move the Scorpion on/ off switch to the ON position and place the Scorpion on a smooth surface.

The Scorpion does not like to move on most carpeting so choose a space that allows him to move freely.



Next press the large Scorpion logo on the controller. This will flash on and off until the signal between the Scorpion and the Controller is established.



You will know it has successfully connected when the Controller stops flashing and the logo stays lit.



The electronic module allows for 6 different scorpions to be used and controlled individually at the same time with no frequency cross talk.

NOTE: If the light takes more than 30 seconds to make contact and nothing happens, repeat the process with the Controller closer to the Scorpion. If it fails to connect, replace the batteries on both units.

CONTROLLING THE SCORPION

It's easy to control the Scorpion if you know how. The tilting of your hand controls him. You can even control the speed by tilting your hand more or less in any direction. With a little practice, you can master this technique. Your skills will pay off when you play against another Scorpion in a game of Capture the Target.



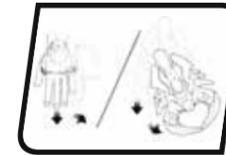
Lay your hand **FLAT (HORIZONTAL)** and the Scorpion will rest (or stop)



Tilt your hand **DOWN FORWARD** and the Scorpion will move forward



Tilt your hand **UP BACKWARDS** and the Scorpion move backward



Tilt your hand to the **DOWN & twist RIGHT** and the Scorpion will move right turn forward.



Tilt your hand to the **DOWN & twist LEFT** and the Scorpion will move left turn forward.

To make Scorpion turn **RIGHT/ LEFT** backward. Tilt your hand **UP & twist RIGHT** or **LEFT** at same time.

SETTING JAWS

Open the jaws by pulling on them until they snap into place.



When an object touches the center of the jaws, they will automatically grab it. Drag the item around and then reset the jaws again to release the object.



ATTACK THE TARGET

Place the Target on the floor standing on it's base. Open the jaws of the Scorpion and control it to align so that the Target hit the center area of the Scorpion's mouth area. Ram the Scorpion into the Target. If you do this correctly, the jaws will close and the Target will be secure to drag about. Practice these skills to become the Scorpion master!

PLAY CAPTURE THE TARGET

By yourself: Place the Target at a specific place on the floor. Next, place the Scorpion on a specific place and direction on the floor. Set some kind of timer or look at a watch. At the right time, move the Scorpion until the Target is Captured. Observe the time it took and note it. Try to beat your best time!

With others: Have everyone set their Scorpion Frequencies **ONE AT A TIME** (up to 6) . It's important to not turn on either a Scorpion or Controller until the last person has established connection. Otherwise you could control the wrong Scorpion. Next place the Target in the Center of the room with all the other Scorpions some distance away. Someone yells "start!" and all the Scorpions should try to reach and grab the Target first. First Scorpion to grab the Target wins!