

# BODY TURNING WOLF OVERSIZE ANIMATED CHARACTER



Thank you for purchasing the Over-Size Animated Body Turning Wolf. Below you'll find assembly instructions and other information to get maximum enjoyment from your purchase!

Please keep these instructions for future reference because they contain important information.

## PACKAGE CONTENTS

### LABELLED PARTS:


### UNLABELLED PARTS:


## PREPARATION

Estimated Assembly Time: 15-30 minutes

Before assembling the product, carefully remove all parts from the box and lay out on a flat surface. Make sure all parts are present. Compare parts with package contents list.

If any part is missing or damaged, do not attempt to assemble, install or operate the product. Read through directions before assembling.

## ANIMATION FUNCTIONALITY

### TIP



Each pole has been labeled the letters on the end, please follow the letters to assemble.

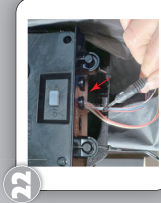
Let's start assembling!

- Insert and snap lock the leg poles into the metal base. (Match A to A, B to B, note the distinguish the left or right leg poles when assembly. See Figure 1)
- Place the pants facing forward over the assembled metal base and middle leg poles. (Match C to C, see the patch on the right knee. See Figure 2)
- Insert and snap lock the upper leg poles into the middle leg poles. (Match C to C. See Figure 3)
- Tie the assembled base and legs against the shipping box to continue assembly. (See Figure 4)
- Insert and snap lock the waist frame to the leg poles. (Match D to D. See Figure 5)
- Pull the pants up and tie the ropes together to fasten around the waist frame. (See Figure 6)
- Insert and snap lock the first chest support pole to the waist frame pole. (Match E to E. See Figure 7)
- Insert and snap lock the second chest support pole to the waist support pole. (Match F to F. See Figure 8)
- Insert and snap lock the shoulder frame with the rotator to the chest support pole. (Match G to G. See Figure 9)

## ANIMATION FUNCTIONALITY

- Place the costume facing forward over the entire frame. (See Figure 10)
- Tie and fasten the ropes to cover the shoulder frame. (See Figure 11)
- Attach the tether line and carabiners to the rotator. (Match H to H. See Figure 12)
- Fold back the left arm sleeve, insert and snap lock the left arm pole into the left shoulder frame. (Match H to H. See Figure 13)
- Thread one rope in the sleeve through the ziptie on the hand and tie them together to fasten the sleeve. (See Figure 14)
- Fold back the right arm sleeve, insert and snap lock the right arm pole into the right shoulder frame. (Match H to H. See Figure 15)
- Thread one rope in the sleeve through the ziptie on the hand and tie them together to fasten the sleeve. (See Figure 16)
- Thread the wire of the head and the wire of the rotator through the shoulder frame to the body inside. (See Figure 17)
- Insert and snap lock the head into the shoulder frame. (Match I to I. See Figure 18)
- Pull the wires out through the body. (See Figure 19)
- Connect the wires coming out of the body to the rotator wires of the control box. (See Figure 20)
- Attaching the hook and loop from the control box to the inside right knee. (See Figure 21)

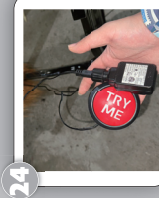
## ANIMATION FUNCTIONALITY



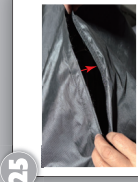
22 Plug the rymee button into the corresponding hole of the control box. (See Figure 25)



23 Plug the adapter into the corresponding hole of the control box. (See Figure 25)



24 Thread the rymee button and the adapter through the hole in the costume and put them on the ground. (See Figure 24)



25 Attaching the loop and hook on the right knee to cover the hole. (See Figure 25)



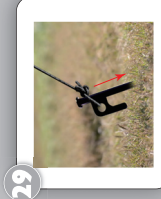
26 Thread one rope on both sides of the waist of the shirt into the loop on both sides of the costume to tie up to fasten the costume. (See Figure 26)



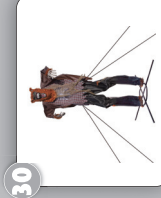
27 Stand entire frame upright, make sure one person in the front and put one foot on the ground to make the frame stand upright. (See Figure 27)



28 Insert and snap lock the base poles into the bases. (Watch J to J. See Figure 28)



29 Pull the 4 staker lines out and fasten them to the stakes, and secure the ground stakes by inserting them into the ground. (See Figure 29)



30 Insert and snap lock the head into the shoulder frame. (See Figure 30)

### NOTE:



1. Assemble plug end of adapter by inserting cord.



2. Sliding collar forward.



3. Turn collar clockwise to secure.

## OPERATION INSTRUCTIONS

1. Plug the Power Adapter into a standard power outlet and adjust the settings on the Function Control Box to your liking.

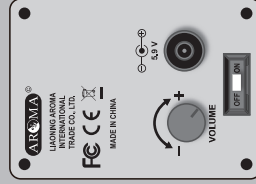
2. This character has 3 operation settings which can be found on the main Function Control Box on the Middle Leg Pole:

- Sensor: This switch mode will activate lights, sound, and animation when the Infra-red (IR) sensor is activated and will operate for 1 audio-cycle with each activation. The infra-red (IR) sensor has a range of up to 2m/6.5ft. and will activate when someone comes within an 80-degree angle from left-to-right, as well as from above and below.

- On: This switch mode will continuously operate the lights, sound, and animation of the item.

- Off/Try Me: This switch mode allows the item to be activated only if triggered by using the Try Me Button (Included). The item will operate for one audio cycle with each Try Me activation. Refer to Assembly Instruction in Step 32 for further details.

- " + " Volume: Raise or lower the volume using the volume control turn dial, turn all the way down to turn the volume off.



### STORAGE

Do not discard box as it should be used for storage. Return all parts to the original packaging. Store in a cool, dry location.

### SAFETY WARNINGS

Remove all plastic fasteners and tags. These are part of the packaging and should be discarded. For indoor and outdoor use. This item is not a toy and should be used for decorative purposes only.

Input: 100-240V 50/60Hz 0.5A MAX Output: 5.9V 1.5A

## OPERATION INSTRUCTIONS

# WARNING

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause interference
- (2) this device must accept any interference, including interference that may cause undesired operation of the device.

**CAUTION:** Change or modifications 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 of 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 distance between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.