

HEAD TURNING WITCH LIFE-SIZE ANIMATED CHARACTER

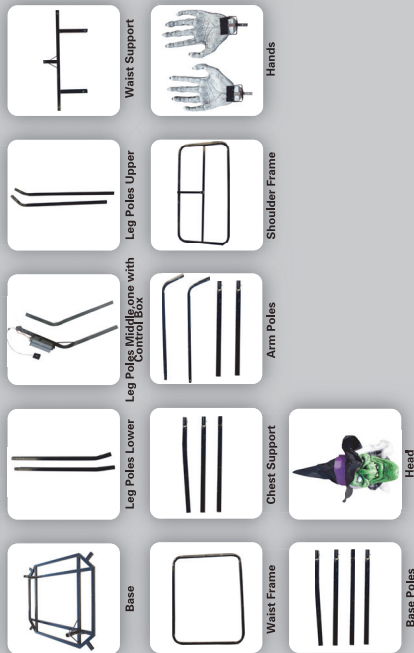


Thank you for purchasing the Life-Size Animated Head Turning Witch! Below you'll find assembly instructions and other information to get maximum enjoyment from your purchase!

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

PACKAGE CONTENTS

LABELLED PARTS:



UNLABELLED PARTS:



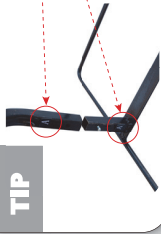
PREPARATION

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. Head through directions before assembling.

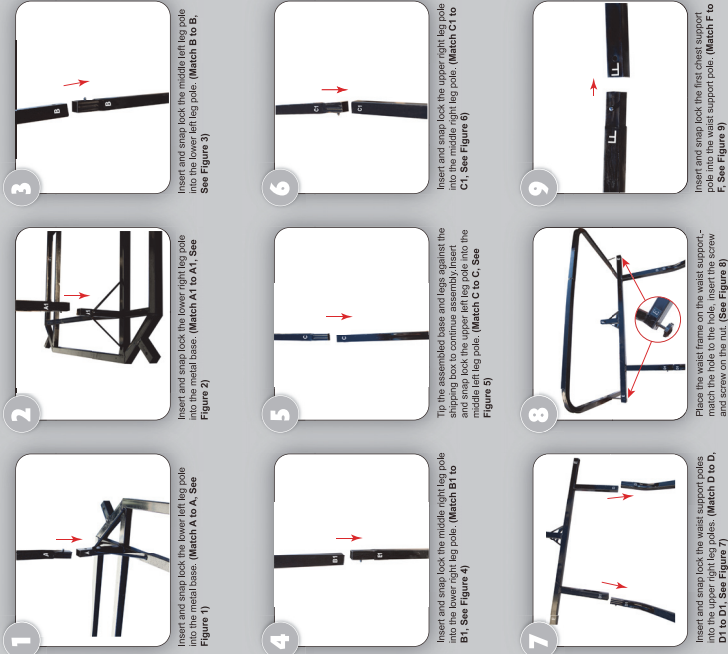
ANIMATION FUNCTIONALITY

TIP

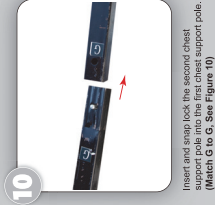


Each pole has been labeled the letters on the end, please follow the letters to assemble.

Let's start assembling!



ANIMATION FUNCTIONALITY



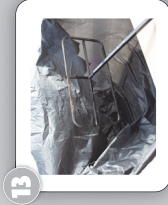
Insert and snap lock the second chest support pole into the first chest support pole. (Match G to G. See Figure 10)



Insert and snap lock the third chest support pole into the second chest support pole. (Match H to H. See Figure 11)



Insert and snap lock the shoulder frame pole into the third chest support pole. (Match I to I. See Figure 12)



Place the costume facing forward over the entire frame. (See Figure 13)



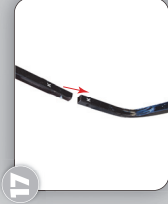
Attach the tether line and carabiners to the shoulder frame and split the lines, one in front, the other one is in the back, keep them straight on the ground. (See Figure 14)



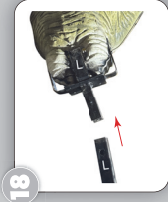
Tie and fasten the ropes to cover the shoulder frame only/leave one untie. (See Figure 15)



Fold back the left arm sleeve, insert and snap lock the left arm straight pole into the left shoulder frame. (Match J to J. See Figure 16)



Insert and snap lock the left arm curved poles into the left arm straight pole. (Match K to K. See Figure 17)



Insert and snap lock the left hand pole into the left arm curved pole. (Match L to L. See Figure 18)



Thread one rope in the sleeve through the sleeve hole, then thread the other to fasten the sleeve. (See Figure 19)



Fold back the right arm sleeve, insert and snap lock the right arm straight pole into the right shoulder frame. (Match J1 to J1. See Figure 20)



Insert and snap lock the right arm curved pole into the right arm straight pole. (Match K1 to K1. See Figure 21)

ANIMATION FUNCTIONALITY



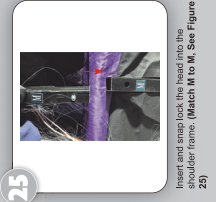
Insert and snap lock the right hand pole into the right arm curved pole. (Match L1 to L1. See Figure 22)



Thread one rope in the sleeve through the zipper on the hand and pull them together to tension the sleeve. (See Figure 23)



Thread the wire of the head through the hole in the fabric and pull them to the body inside. (See Figure 24)



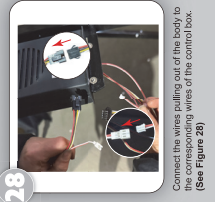
Insert and snap lock the head into the shoulder frame. (Match M to M. See Figure 25)



Tie the last two ropes together on the shoulder frame to cover the shoulder frame. (See Figure 26)



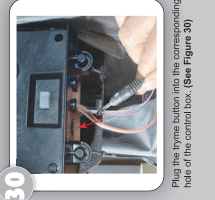
Pull the wires out through the body. (See Figure 27)



Connect the wires pulling out of the body to the corresponding wires of the control box. (See Figure 28)



Attaching the hook and loop from the control box to the inside right knee. (See Figure 29)



Plug the frame button into the corresponding hole of the control box. (See Figure 30)



Plug the adapter into the corresponding hole of the control box. (See Figure 31)

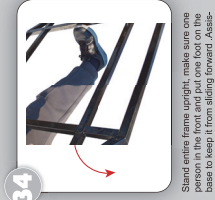


Thread the tryme button and the adapter into the hole and pull them to put them on the ground. (See Figure 32)



Attaching the loop and hook on the right knee to cover the hole. (See Figure 33)

ANIMATION FUNCTIONALITY



Stand entire frame upright, make sure one person in the front and put one foot on the ground. (See Figure 34)



Insert and snap lock the base poles into the base. (Match N to N. See the Figure 35)



Pull the 4 tether lines out and fasten them to the stakes and secure the ground stakes by pulling them into the ground. (See Figure 36)



Make final adjustment to clothing as needed. (See Figure 37)

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 30 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.

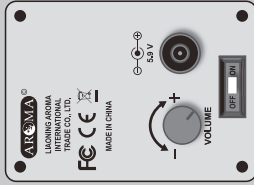
STORAGE

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



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.