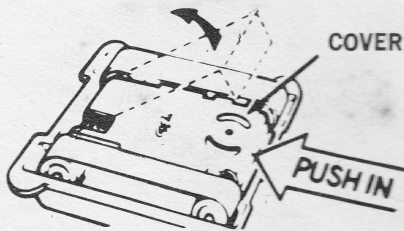
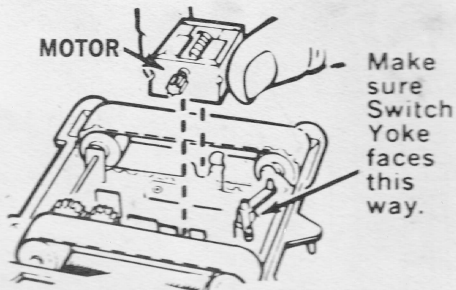


IDEAL ZEROID COMMANDER ACTION SET IDEAL

MOTOR INSTALLATION



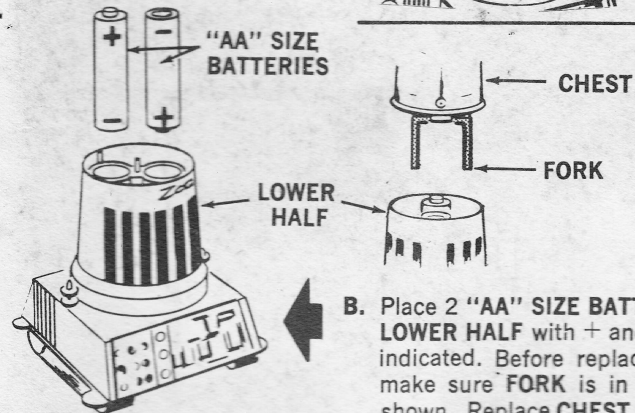
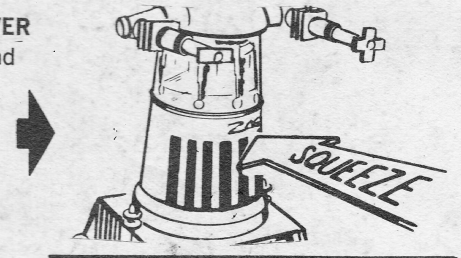
- A. Remove **COVER** on underside of **ZOGG** by pushing in on switch side.



- B. Snap **MOTOR**—color side up—into **MOTOR FRAME**. Replace **COVER**.

BATTERY INSTALLATION

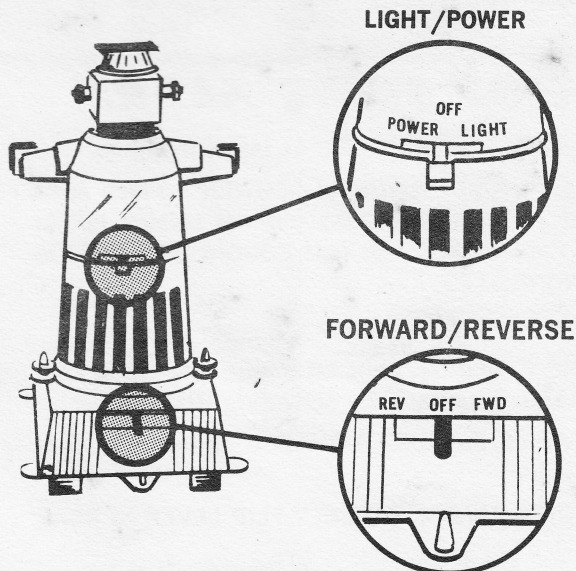
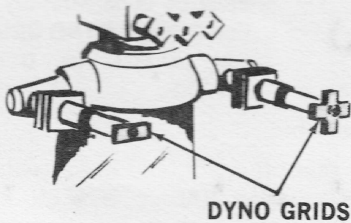
- A. **SQUEEZE ZOGG** at **LOWER WAIST** (below name) and remove **CHEST**.



- B. Place 2 "**AA**" **SIZE BATTERIES** in **LOWER HALF** with + and - as indicated. Before replacing **CHEST** make sure **FORK** is in position shown. Replace **CHEST**.

NOTE: **ENERGIZER** type batteries are recommended for better operation and longer battery life.

OPERATION OF ZOGG



LIGHT/POWER SWITCH

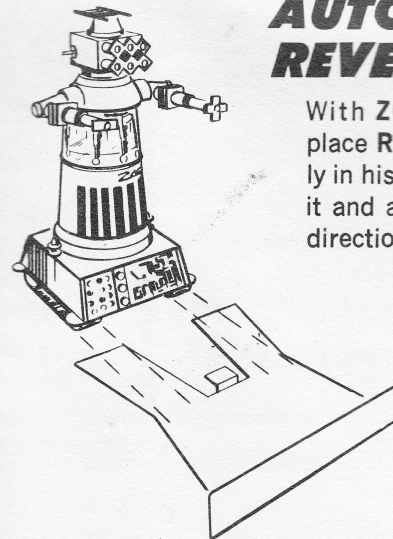
- To activate **ZOGG'S DYNO GRIDS (HANDS)** push **SWITCH** to "**POWER**".
- To operate **BLINKING LIGHT** push **SWITCH** to "**LIGHT**". Light will blink after a few seconds.
- Push **SWITCH** to "**OFF**" when not using.

FORWARD/REVERSE SWITCH

- Push **SWITCH** to "**FWD**" position and **ZOGG** will run **FORWARD**.
- Push **SWITCH** to "**REV**" for reverse and "**OFF**" to turn power **OFF**.

NOTE: For longer battery life, do not operate light when **ZOGG** is moving.

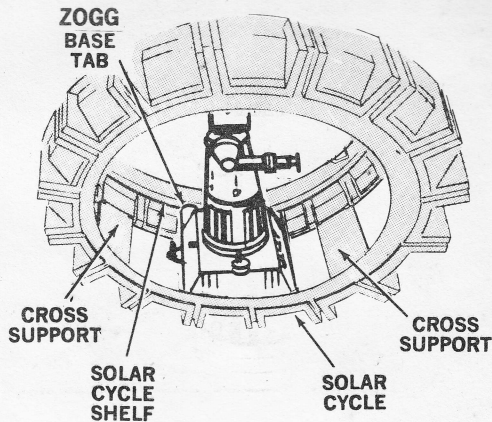
AUTOMATIC REVERSING RAMP



With **ZOGG** moving forward, place **REVERSING RAMP** directly in his path. He will climb on to it and automatically reverse his direction.



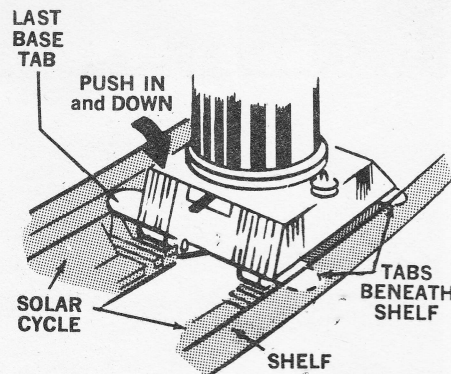
INSTALLATION OF ZOGG IN SOLAR CYCLE



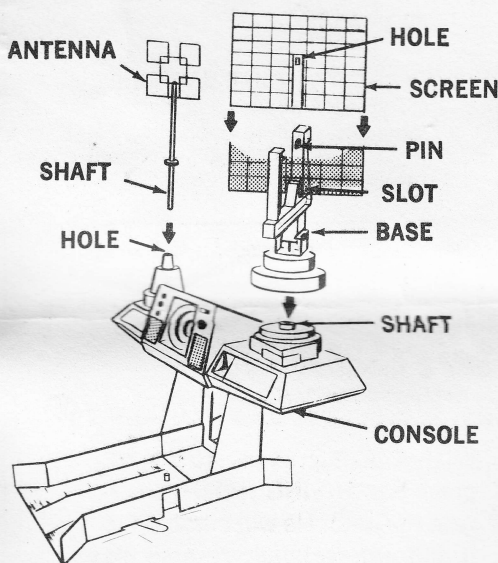
A. Twist **ZOGG** into place between 2 **CROSS SUPPORTS** placing 3 **BASE TABS** beneath **SOLAR CYCLE SHELF**.

B. **PUSH IN TOWARD CENTER** and **DOWN** on corner of **ZOGG** placing the last **BASE TAB** beneath the **SOLAR CYCLE SHELF**.

OPERATION: Place **SOLAR CYCLE** on floor and turn switch on **ZOGG** to forward or reverse. **CYCLE** will roll in direction desired.

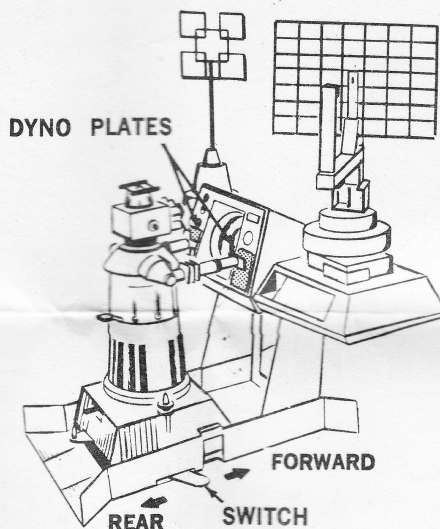


ASSEMBLY OF SENSOR STATION



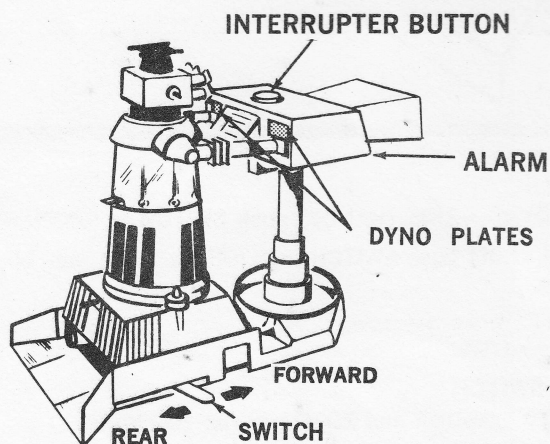
- Slide **SCREEN DOWN** into **SLOT** in **BASE** and snap **HOLE** in **SCREEN** onto **PIN** on **BASE**.
- Place assembled **RADAR SCREEN** on **SHAFT** on top of **CONSOLE**.
- Push **SHAFT** of **ANTENNA** into **HOLE** in top of **CONSOLE**.

OPERATION OF SENSOR STATION



- Push **LEVER** on **SENSOR STATION FORWARD** as far as it will go.
- Push **ZOGG'S LIGHT/POWER SWITCH** to "**POWER**". Place arms straight out in front and make sure chest is not twisted left or right. This must be done carefully so that **ZOGG'S DYNO GRIDS** will contact the **DYNO PLATES**.
- Turn **ZOGG ON** and guide to **RAMP** entrance.
- **Zog** will climb **RAMP** to **CONSOLE**, shut off motor, and make contact with **DYNO PLATES**, automatically operating **RADAR SCREEN** and **ANTENNA**.
- To back **ZOGG** off **SENSOR STATION**, **QUICKLY FLIP LEVER** to **REAR** as far as it will go.

OPERATION OF SONIC ALARM



- Push **LEVER** on **SONIC ALARM FORWARD** as far as it will go.
- Push **ZOGG'S LIGHT/POWER SWITCH** to "**POWER**". Place arms straight out in front and make sure chest is not twisted left or right. This must be done carefully so that **ZOGG'S DYNO GRIDS** will contact the **DYNO PLATES**.
- Turn **ZOGG ON** and guide to **RAMP** entrance.
- **ZOGG** will climb **RAMP** to **ALARM**, shut off motor, and make contact with **DYNO PLATES**, automatically activating **BUZZER**.
- To send messages **TAP INTERRUPTER BUTTON** on top of **ALARM** while **ALARM** is sounding.
- To back **ZOGG** off **SONIC ALARM**, **QUICKLY FLIP LEVER** to **REAR** as far as it will go.

IMPORTANT NOTICE

Of all the **ZEROIDS**, only **ZOGG** has the power to operate the **SONIC ALARM** and **SENSOR STATION**.