



# ELECTROMAN™

PROGRAMMED WITH THE FANTASTIC POWERS  
OF SOUND AND LIGHT

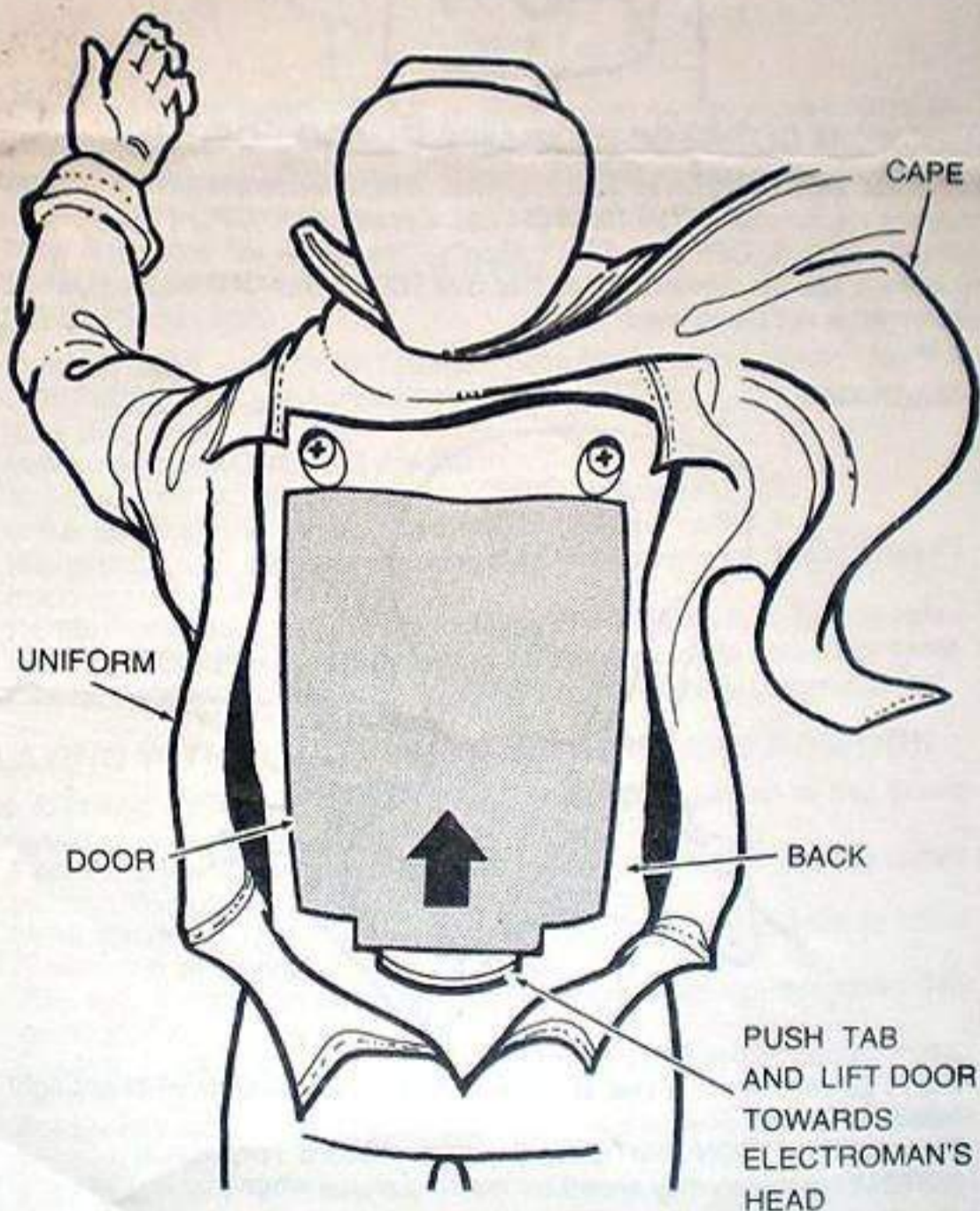
Out of the world of Computers and Electronics comes Electroman. You are one of the lucky children who own a truly electronic man who wants to be your friend. Electroman can do things no other friend can do. And he does it with a computer brain. He can guard you, warn you and play with you. He will amaze you.

## GETTING ELECTROMAN READY FOR ACTION

Like all electronic devices Electroman needs power to make his circuits work.

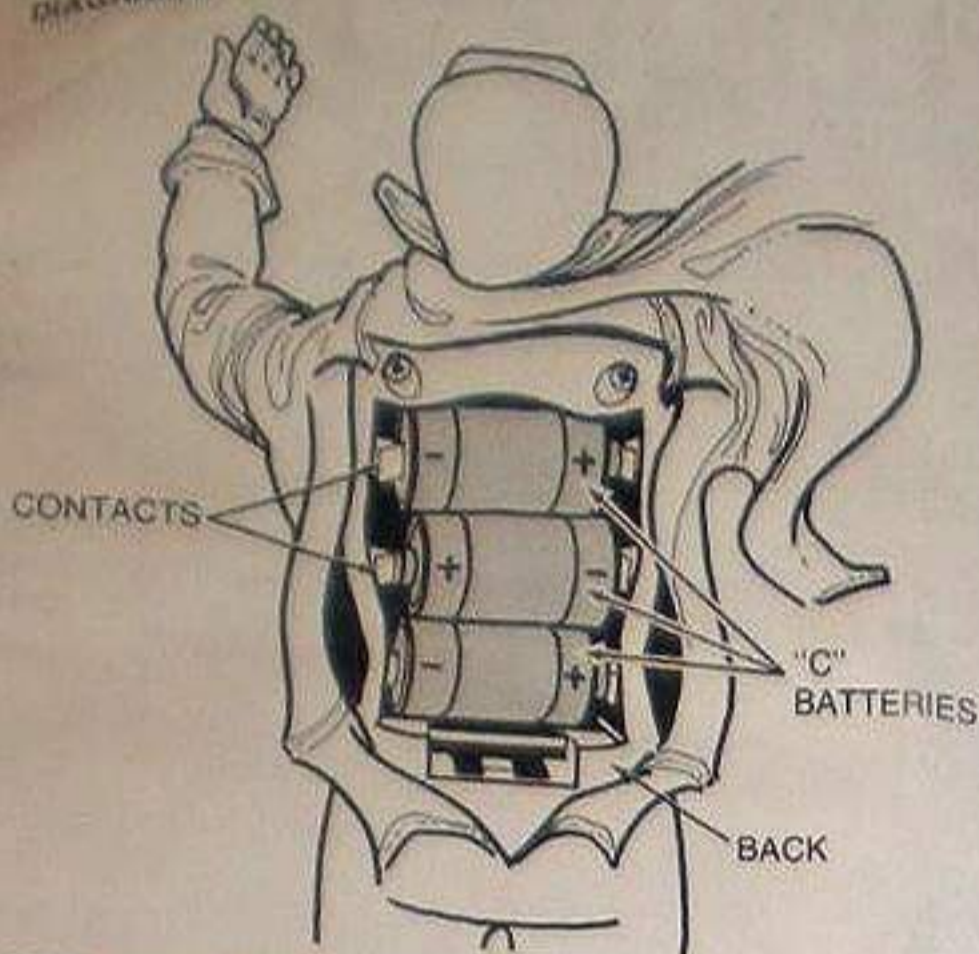
1. **DIAGRAM 1.** Lift Electroman's CAPE and open the back of his Uniform.
2. **DIAGRAM 1.** Push tab and lift the DOOR on Electroman's back until it comes free.

DIAGRAM 1



3. **DIAGRAM 2** Remove the **DOOR** and place 3 "C" **BATTERIES** in position.  
**NOTE:** Make sure the **BATTERIES** are facing in the proper direction.  
 Failure to do so can damage the electronics.

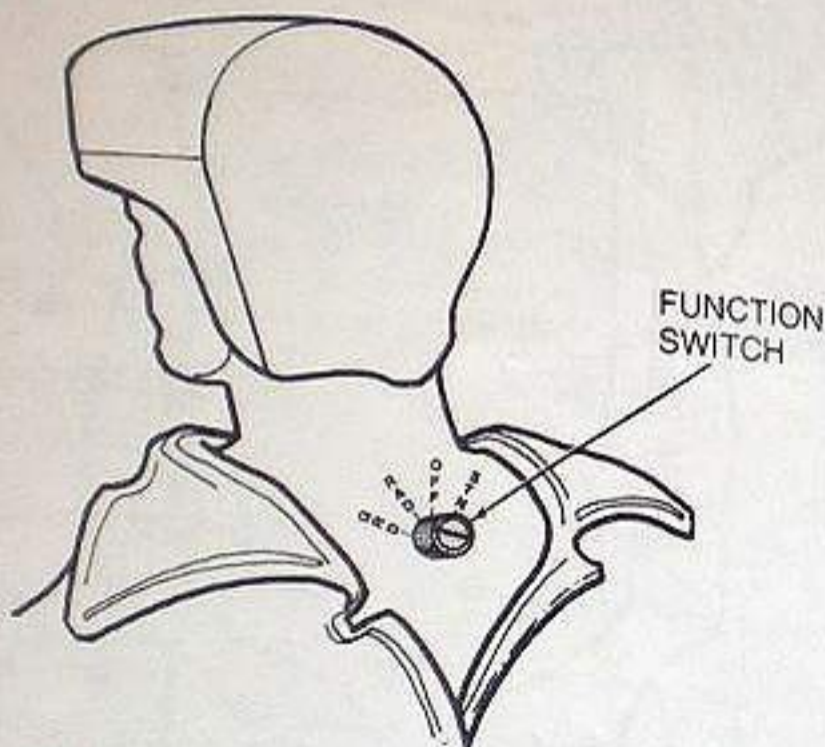
**DIAGRAM 2**



### CHECKING OUT ELECTROMAN'S GUARD POSITION

**DIAGRAM 3.** On Electroman's back, between his shoulders is a **SWITCH** that programs his functions. The **SWITCH** has 4 positions 1. **GRD** ("Guard"), 2. **RAD** ("Radar"), 3. **OFF** & 4. **STN** ("Stun"). This switch will determine what Electroman will do. Always leave this **SWITCH** in the **OFF** position when Electroman is not being used.

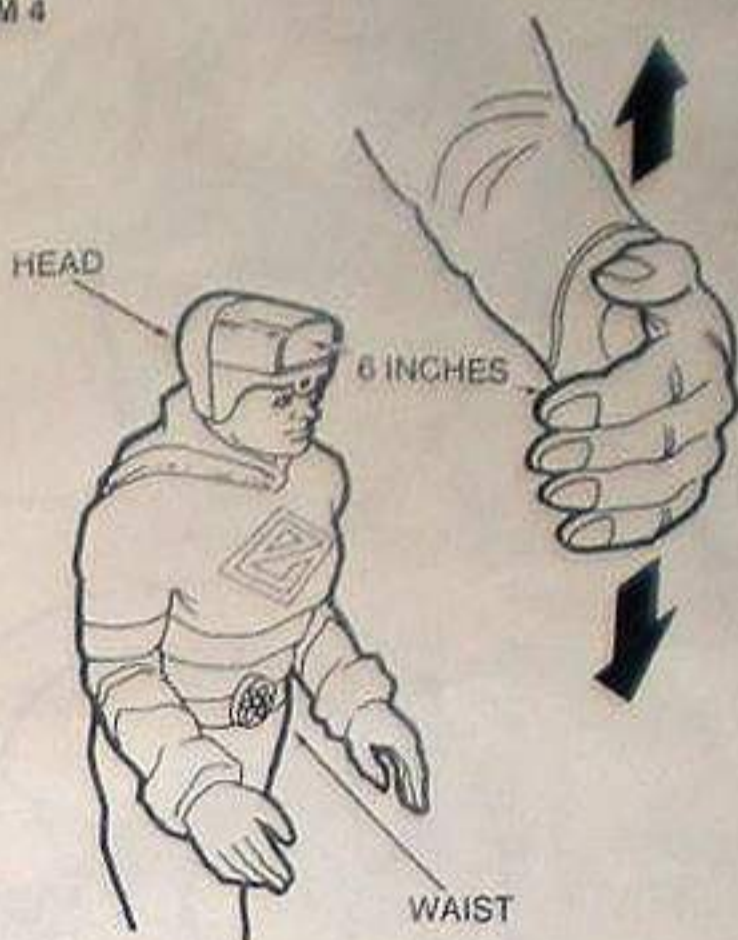
**DIAGRAM 3**



1. Stand Electroman in a *well lit* room and face him away from bright light bulbs.
2. Turn the **FUNCTION SWITCH** to the **GRD** ("Guard") position.  
**NOTE:** Electroman may sound his warning signal when you do this.
3. Wait until he quiets down. This means that he has electronically adjusted himself to the light in the room.

4. **DIAGRAM 4.** Slowly move your hand 6 inches in front of his face. From above his HEAD down to his WAIST. Electroman should sound his warning signal and then become silent again.

DIAGRAM 4



5. Now stand 5 to 6 feet in FRONT of Electroman. As you move in front of Electroman he will sound his warning signal. Stand very still and he will stop beeping. Now move off to either side about 3 feet and Electroman should again sound his warning.

### IF ELECTROMAN DOES NOT WORK IN THE GUARD POSITION

1. Check to make sure the BATTERIES have been put in correctly and the CONTACTS have good pressure on the BATTERY. (See Diagram 2)
2. Make sure the BATTERIES are fresh.
3. Make sure the DOOR over the BATTERIES is *closed tightly*.
4. Make sure that Electroman is in the GRD ("Guard") position.
5. Re-read the instructions for checking out Electroman in the GRD ("Guard") position.

**NOTE:** Under different lighting conditions Electroman will be able to sense movement as far as 15 feet away and sometimes only as far as 3 or 4 feet. Different colored clothing will also affect the distance that he can operate.

### PLAYING WITH ELECTROMAN IN THE GUARD POSITION

The following are a few different things Electroman can do in the Guard Position:

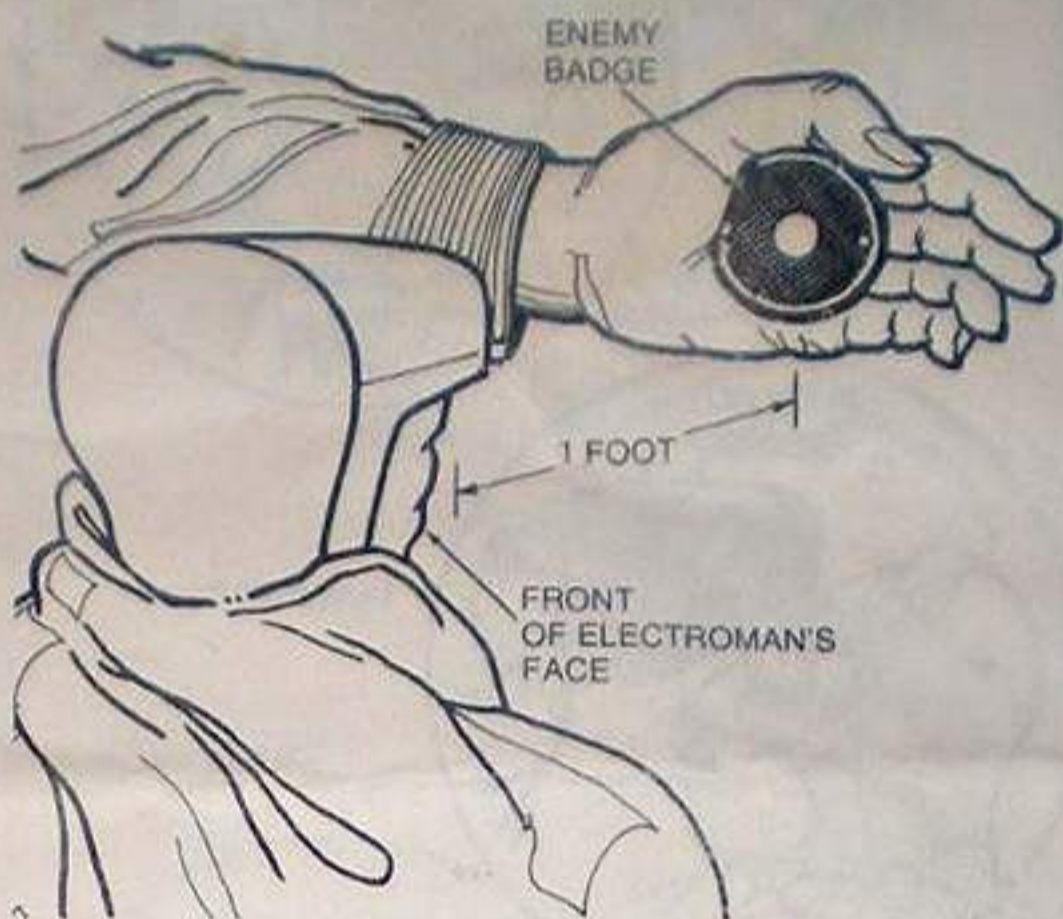
1. Face Electroman toward a door and he will tell you when somebody comes through the door.
2. Have Electroman face one of your friends. If he or she tries to move Electroman will sound his warning signal.
3. Play with Electroman and other action figures. He can tell when they approach him.
4. Electroman can guard things and tell you when other people come close to them.
5. Put Electroman in a dark room he will tell you if anyone opens the door or turns on the light.
6. Put Electroman in a closet (facing out) he will sound his warning if anybody opens the door.

You can find many other uses for Electroman.

## TESTING ELECTROMAN'S "RADAR" POSITION

1. Stand Electroman in a well lit room and face him away from any light bulbs.
2. Turn the **FUNCTION SWITCH** to the **RAD** ("Radar") position (See Diagram 3)
- 3) Electroman will now make a different electronic sound as he searches for his enemies. His light will flash on and off as well.
3. **DIAGRAM 5.** Take one of the enemy badges and hold it in front of his face about 1 foot away.

DIAGRAM 5



4. He will now change his beeping to the warning signal and his light will flash faster. This means he has spotted an enemy.
5. Electroman will only sound his warning in the **RAD** ("Radar") position when he spots an **Enemy Badge** or a shiny material such as aluminum foil.

## IF ELECTROMAN DOES NOT WORK IN THE "RADAR" POSITION

1. Check # 1, 2 & 3 in the section titled If Electroman Does Not Work In The Guard Position.
2. Make sure his switch is in the "RADAR" POSITION. (See Diagram 3)
3. Be sure you used the **FRONT** of the **ENEMY BADGE** when you hold it up in **FRONT** of his face. (See Diagram 5)
4. Re-read the instructions for checking out Electroman in the "Radar" Position.

## PLAYING WITH ELECTROMAN IN THE "RADAR" POSITION

1. Put the **Enemy Badge** on some of your friends and aim Electroman at those badges and see if he recognizes his enemies.
2. Put badges on your other action figures who you want to be enemies. Remember Electroman must be looking at the badges.
3. Dress your other action figures in **Aluminum Foil** this will make them enemies of Electroman.

## CHECKING OUT ELECTROMAN'S STN ("STUN") POSITION

1. Turn Electroman's function switch to the **STN** ("Stun") position he will sound his warning and flash his light.
2. You can use this position to attack his enemies any time you want him to do so.