

# DING A LING™

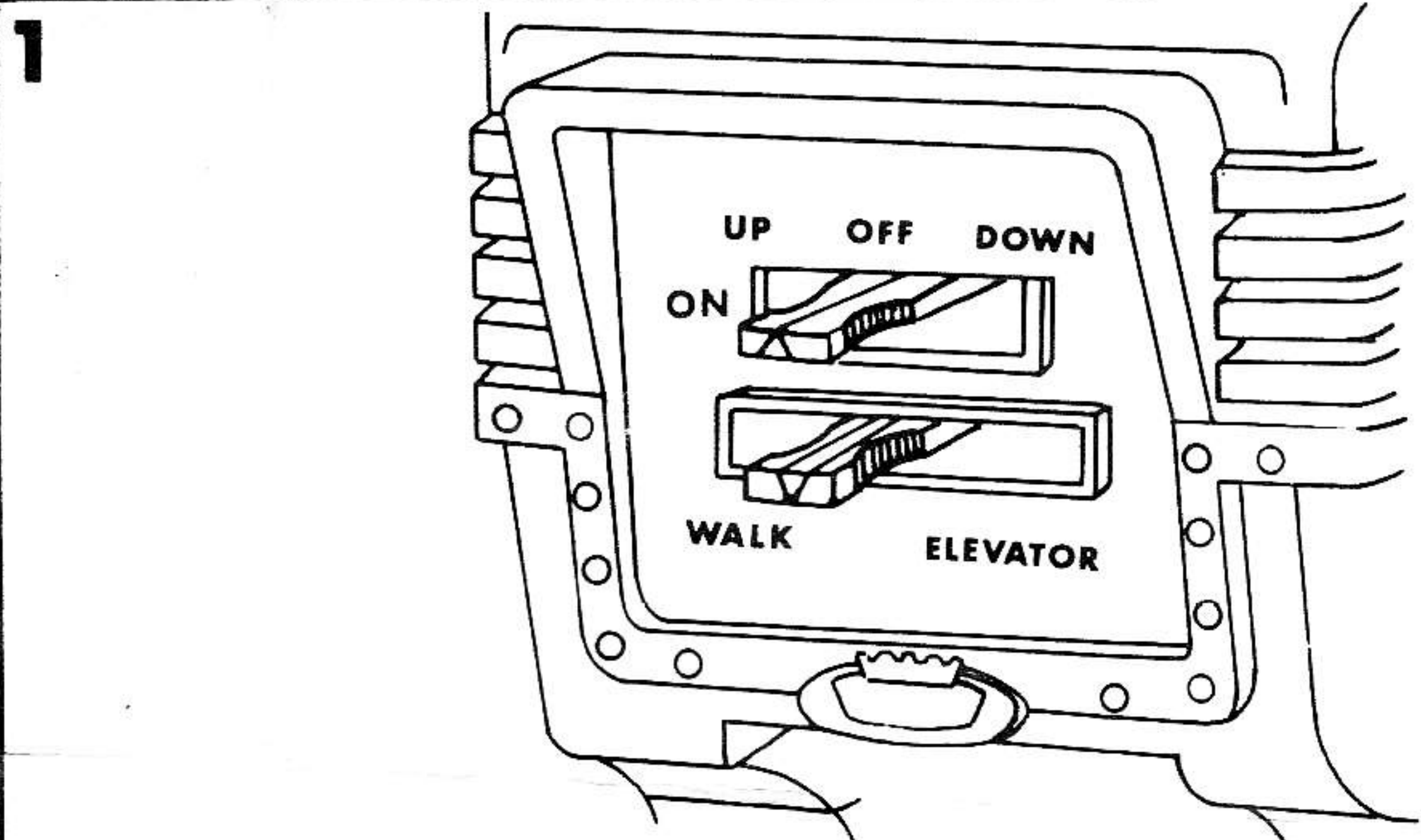
# KING DING™

## and his BRAIN ROBOT INSTRUCTION SHEET

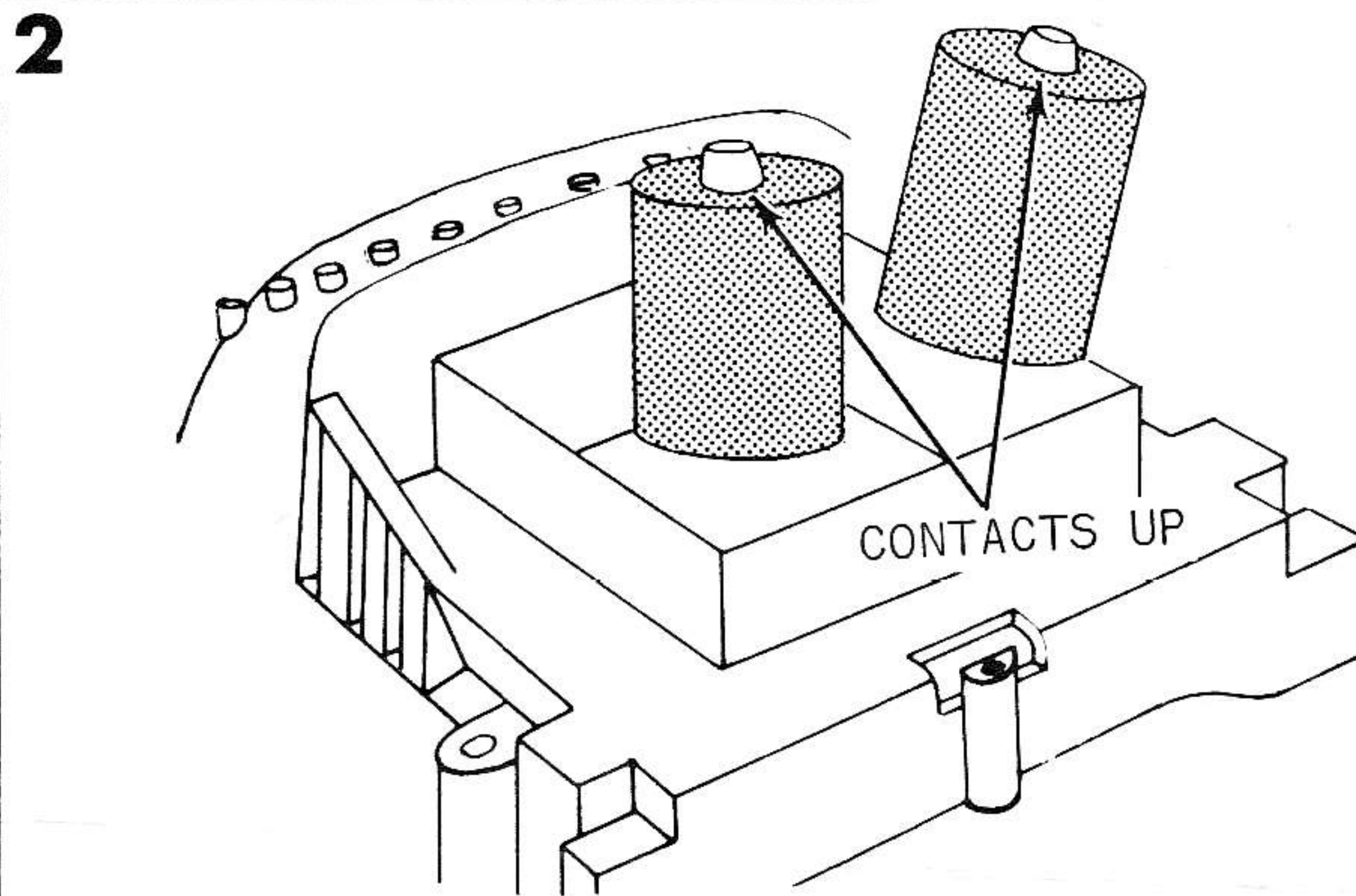
DO NOT THROW THIS SHEET AWAY. USE FOR FUTURE REFERENCE. READ ALL INSTRUCTIONS CAREFULLY.

4 "D" BATTERIES REQUIRED (NOT INCLUDED). FOR LONGER LIFE, USE ALKALINE BATTERIES.

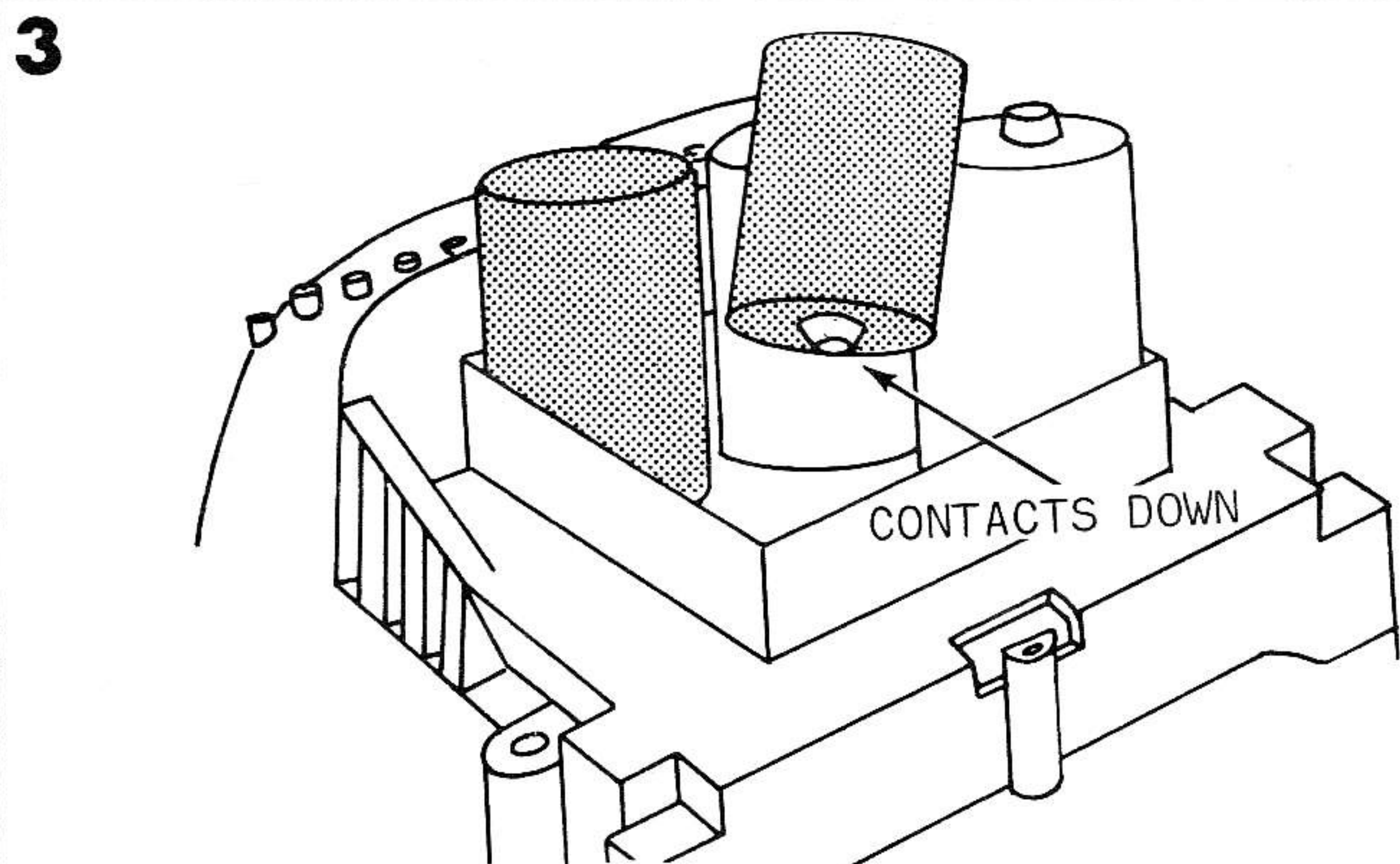
### HOW TO INSERT BATTERIES



BE SURE SWITCH ON KING DING'S BACK IS IN "OFF" POSITION. CAREFULLY PUT KING DING ON HIS BACK ON A TABLE. BATTERY HOLDER IS IN KING DING'S CHEST.

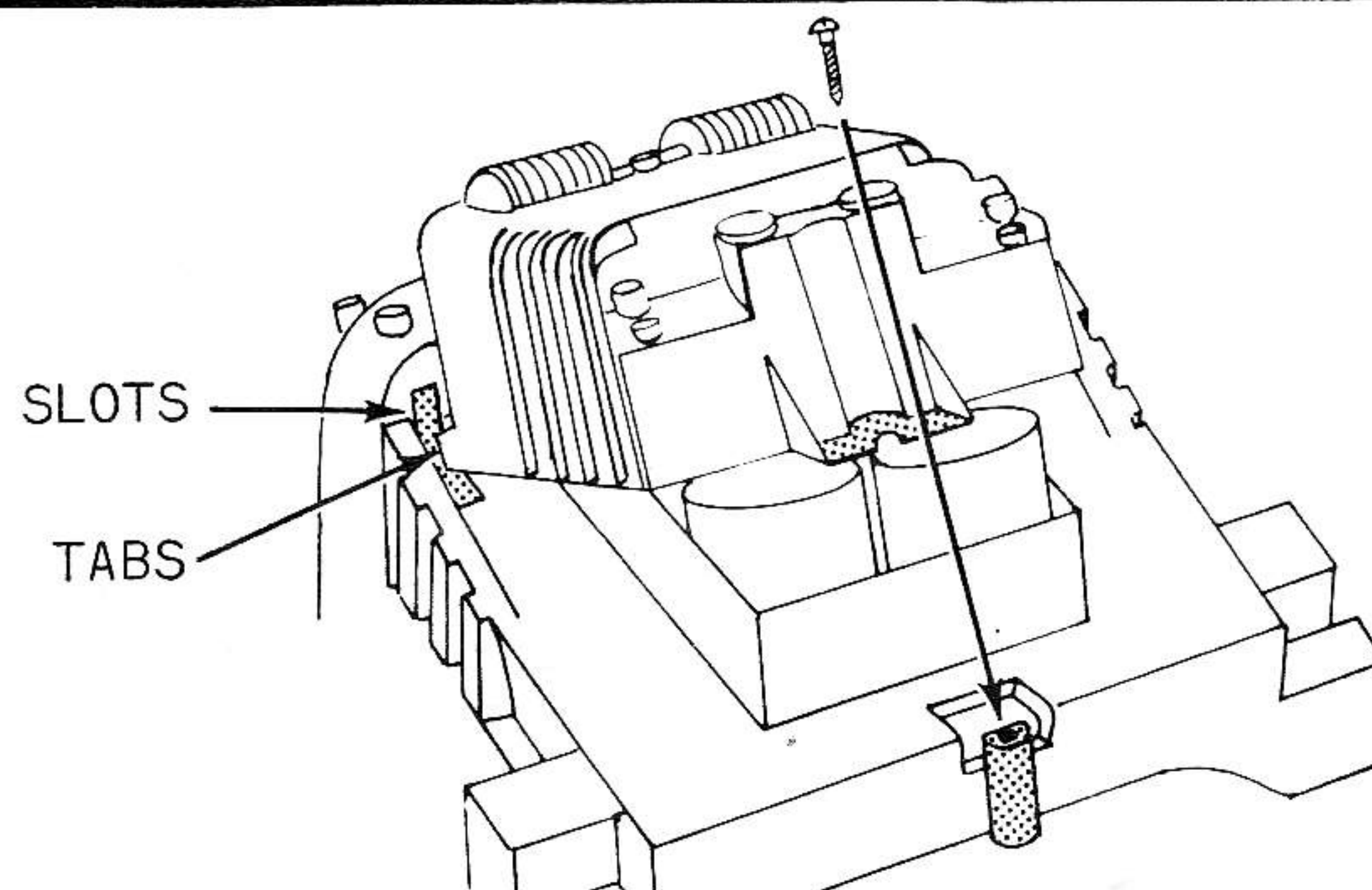


4 "D" BATTERIES ARE REQUIRED (NOT INCLUDED). INSERT 2 "D" BATTERIES WITH CONTACTS UP. EXACTLY AS SHOWN.



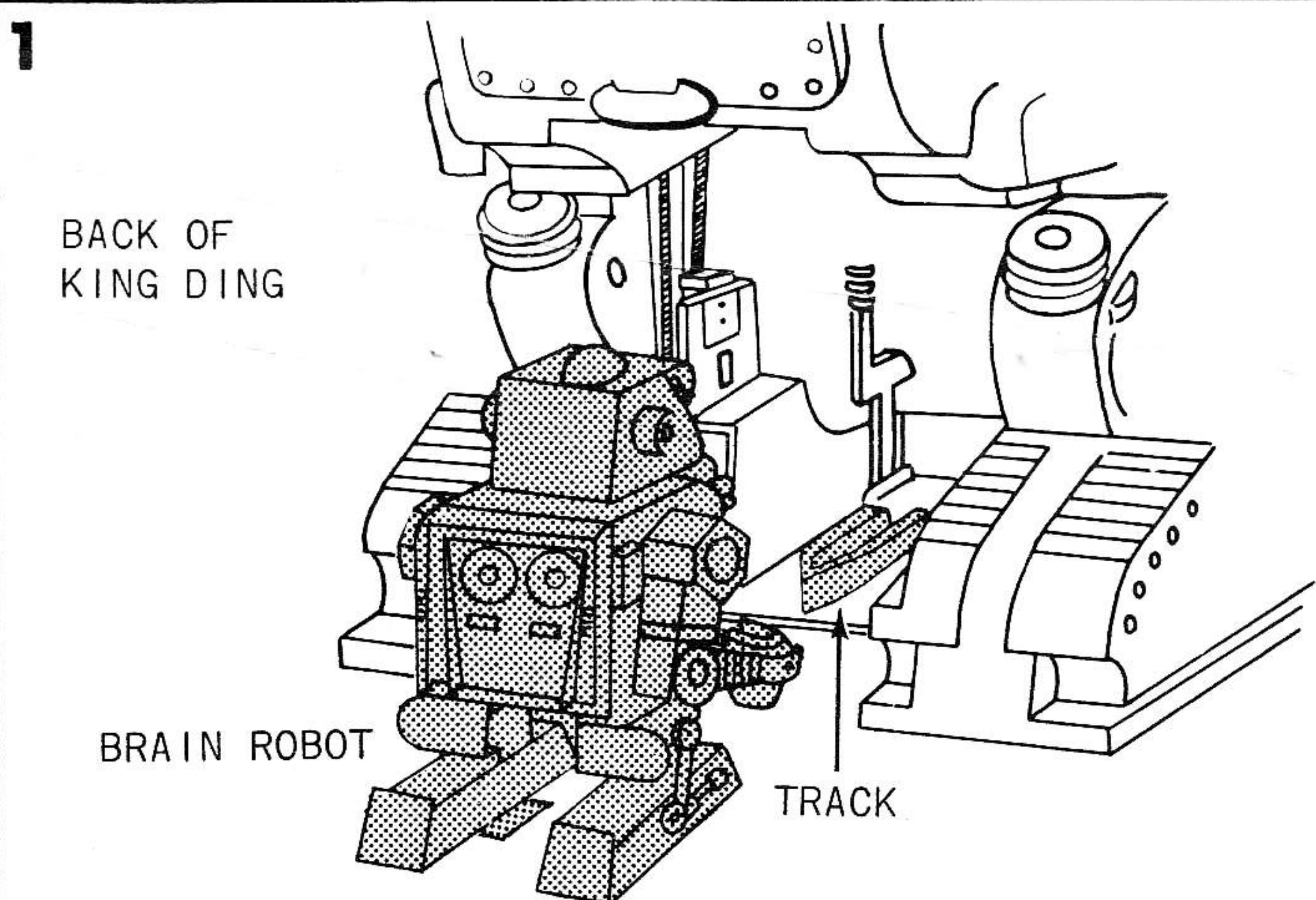
INSERT 2 MORE "D" BATTERIES WITH CONTACTS DOWN, EXACTLY AS SHOWN. **IMPORTANT:** KING DING WILL NOT OPERATE UNLESS BATTERIES ARE INSERTED PROPERLY AND BATTERY COVER IS IN PLACE.

### HOW TO PUT ON BATTERY COVER

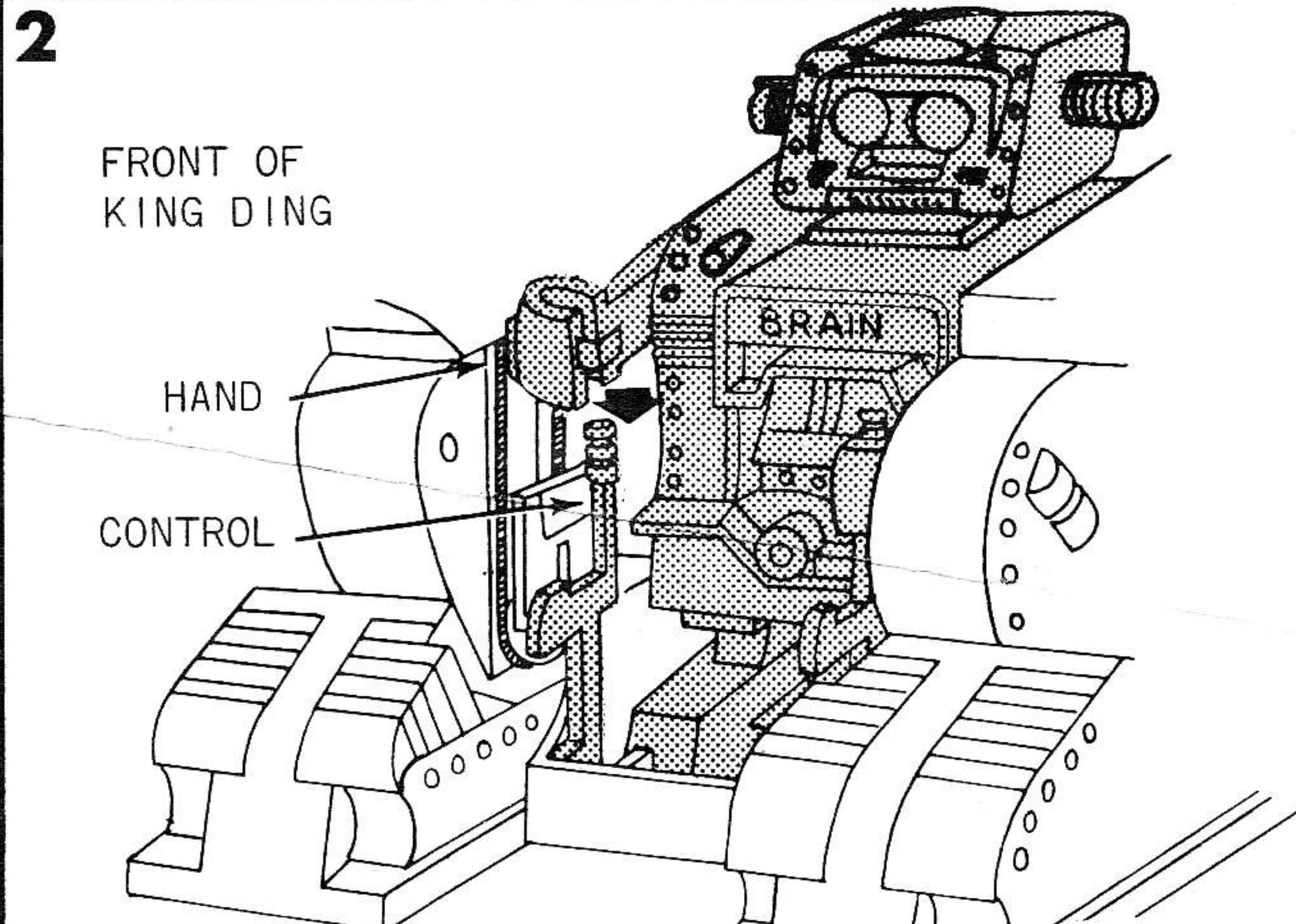


PUT THE 2 TABS ON TOP OF COVER ALL THE WAY INTO SLOTS IN TOP OF BATTERY HOLDER. PRESS COVER DOWN. PUT SCREW INTO HOLE AND SCREW FIRMLY IN PLACE. TO TAKE OFF BATTERY COVER, REMOVE SCREW AND LIFT OFF COVER.

### HOW TO OPERATE KING DING



SLIDE BRAIN ROBOT FACE FORWARD ALL THE WAY ONTO TRACK ON ELEVATOR, AS SHOWN.

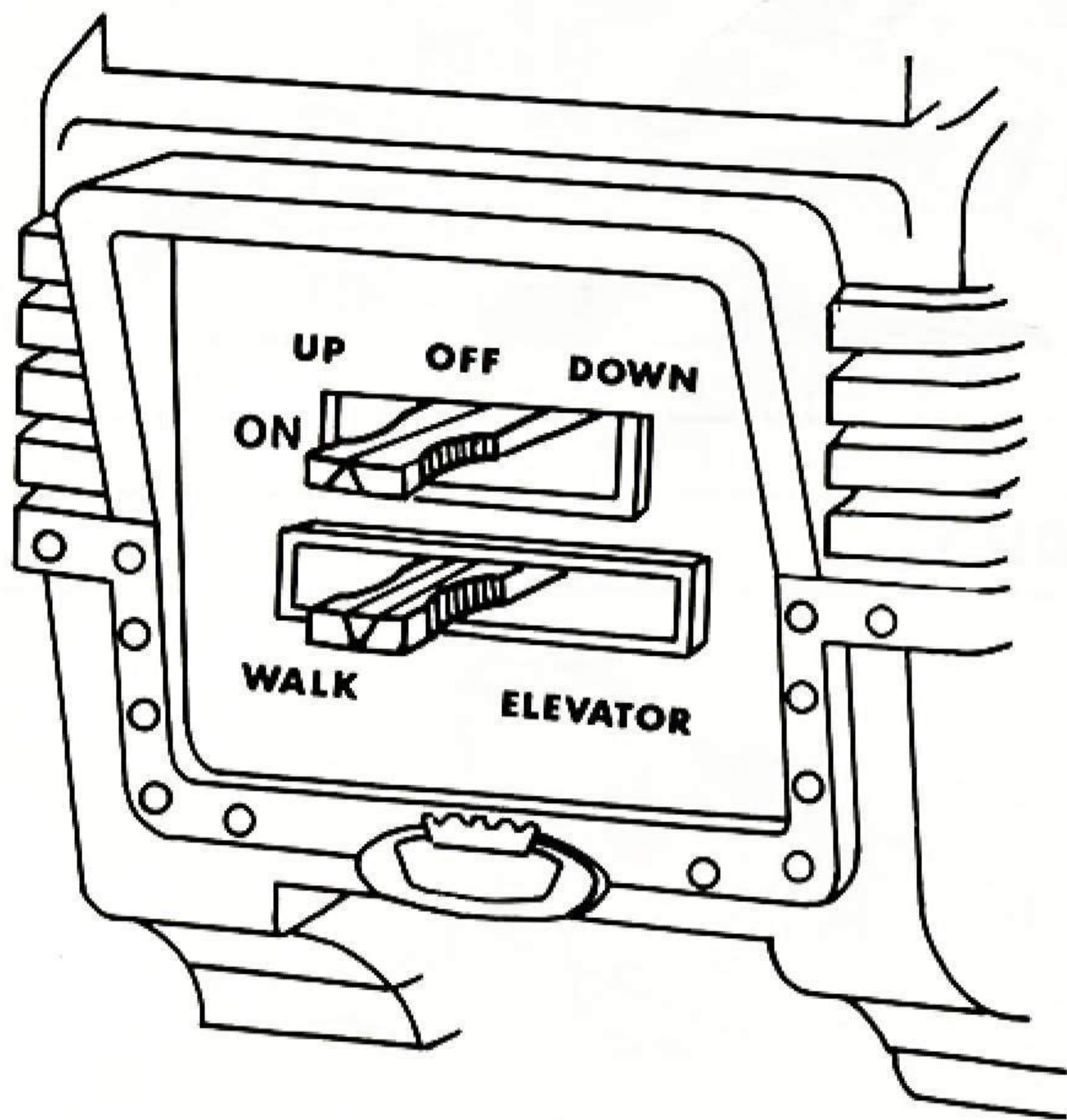


PUT BOTH HANDS OF BRAIN ROBOT OVER CONTROLS ON ELEVATOR, AS SHOWN. PRESS HANDS DOWN.



## HOW TO OPERATE KING DING [continued]

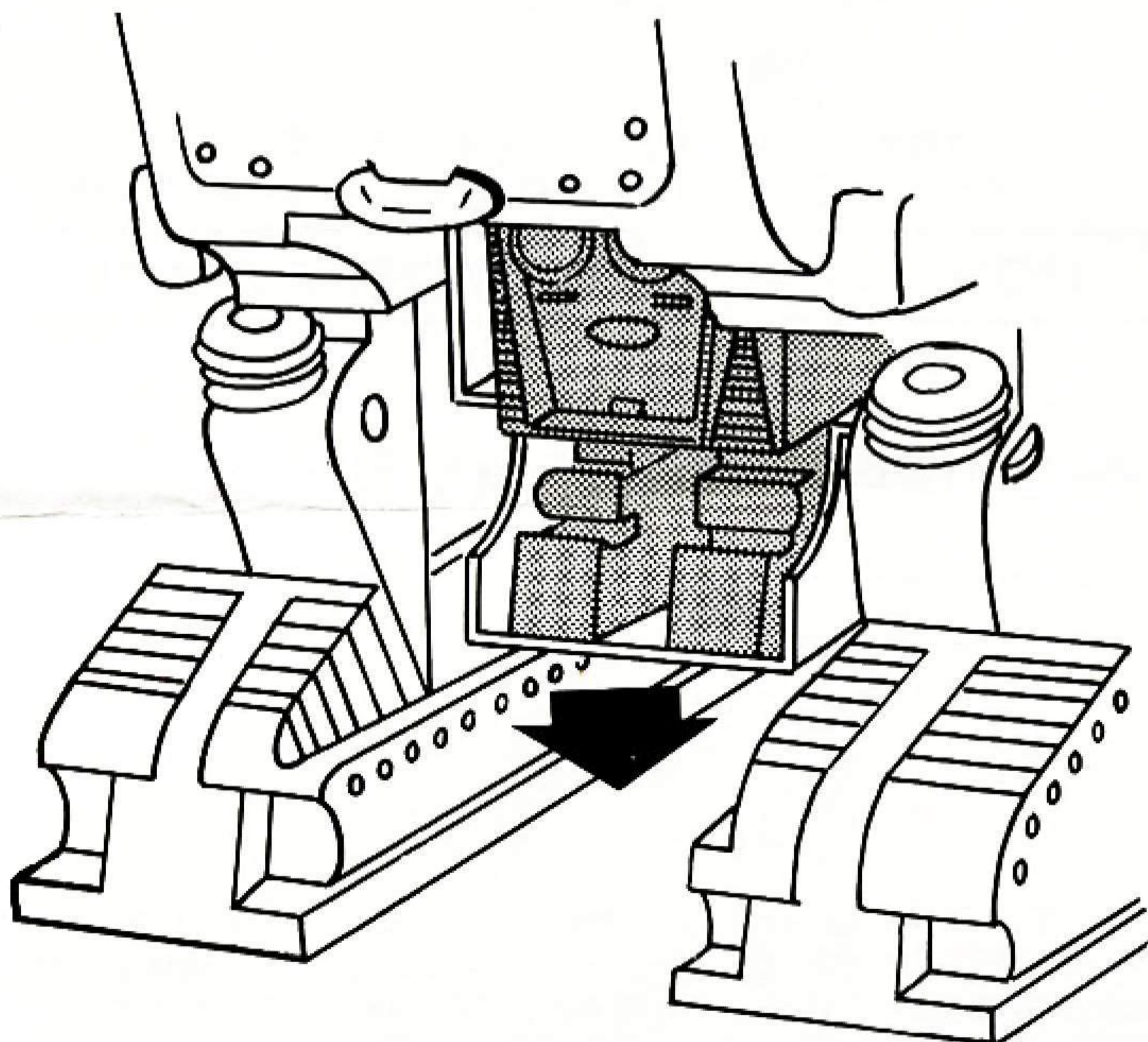
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1. IMPORTANT: KING DING'S MOTOR MUST ALWAYS BE ON TO OPERATE ELEVATOR.
2. TO RAISE ELEVATOR AND BRAIN ROBOT:
  - A. MOVE TOP SWITCH TO "UP."
  - B. MOVE BOTTOM SWITCH TO "ELEVATOR."
3. WATCH THE SIMULATED CLOSED-CIRCUIT TV SCREEN ON KING DING'S BACK AS THE BRAIN ROBOT TRAVELS INTO KING DING'S HEAD.
4. HOW TO MAKE KING DING WALK:
 

WHEN THE BRAIN ROBOT IS ALL THE WAY INTO KING DING'S HEAD, MOVE BOTTOM SWITCH TO "WALK." WATCH THE BRAIN ROBOT MOVE THE CONTROLS AS KING DING WALKS.
5. TO STOP KING DING FROM WALKING, MOVE TOP SWITCH TO "OFF."

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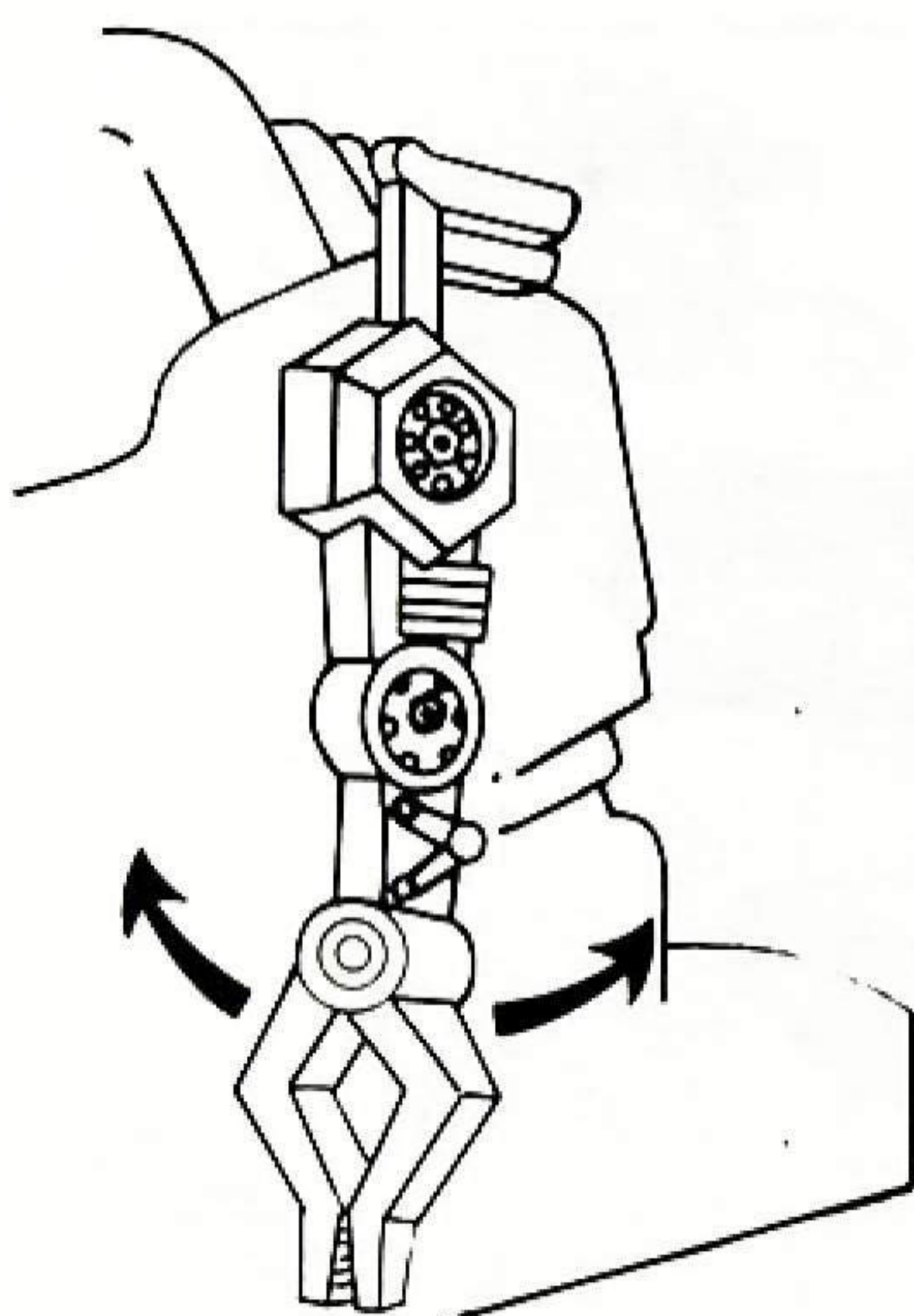


### HOW TO REMOVE BRAIN ROBOT FROM KING DING'S HEAD

1. TO LOWER ELEVATOR AND BRAIN ROBOT:
  - A. MOVE TOP SWITCH TO "DOWN."
  - B. MOVE BOTTOM SWITCH TO "ELEVATOR."
2. WHEN ELEVATOR AND BRAIN ROBOT ARE ALL THE WAY DOWN, MOVE TOP SWITCH TO "OFF."
3. TO TAKE BRAIN ROBOT OFF ELEVATOR, REMOVE HANDS FROM THE CONTROLS AND SLIDE BRAIN ROBOT OFF TRACK ON ELEVATOR.
4. ALWAYS TURN KING DING OFF WHEN YOU ARE NOT PLAYING WITH HIM.
5. TO START KING DING WALKING AGAIN, MOVE TOP SWITCH TO "ON" AND MOVE BOTTOM SWITCH TO "WALK."

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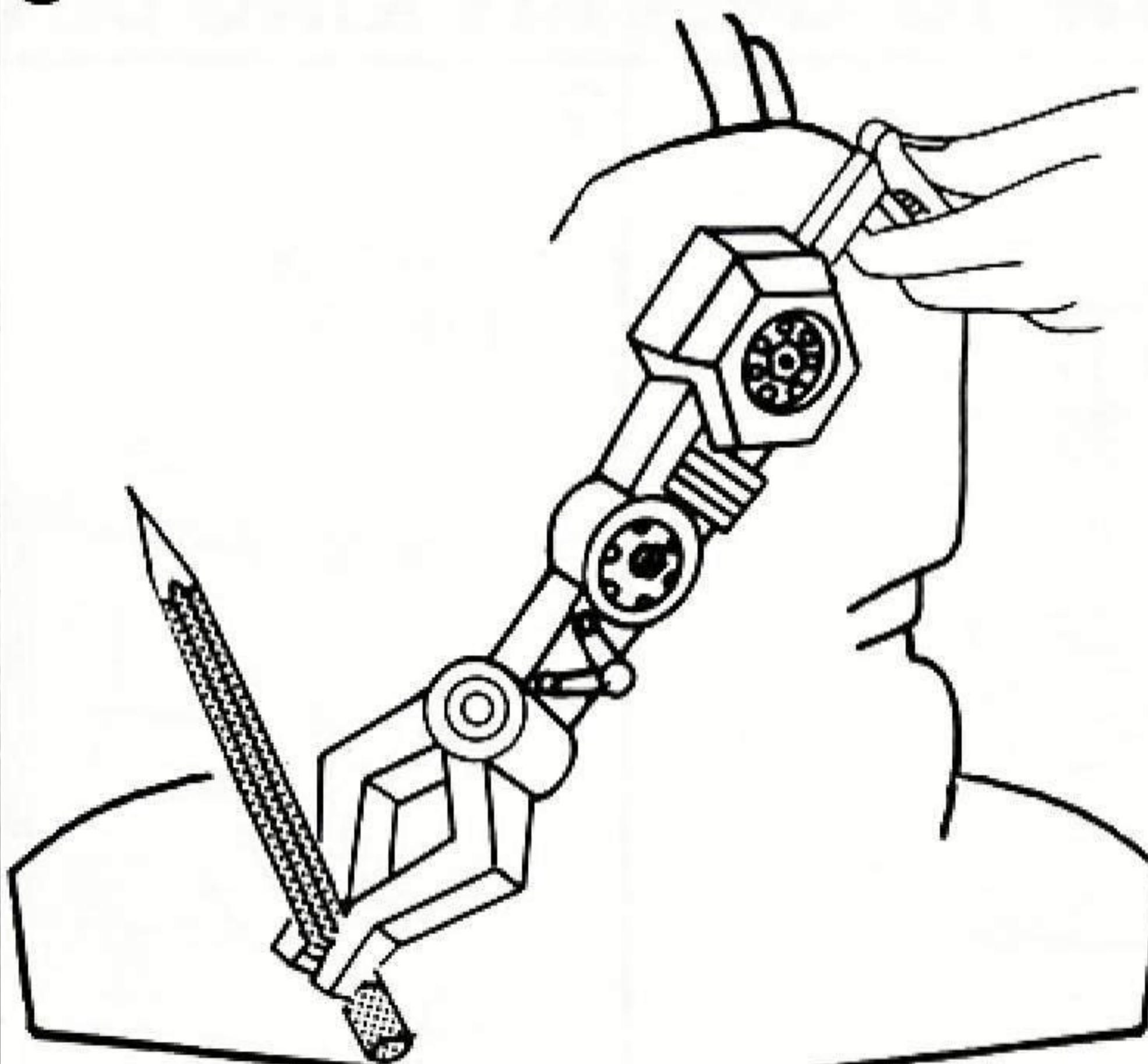
### HOW TO OPERATE ARMS



YOU CAN RAISE AND LOWER EACH ARM, AS SHOWN.

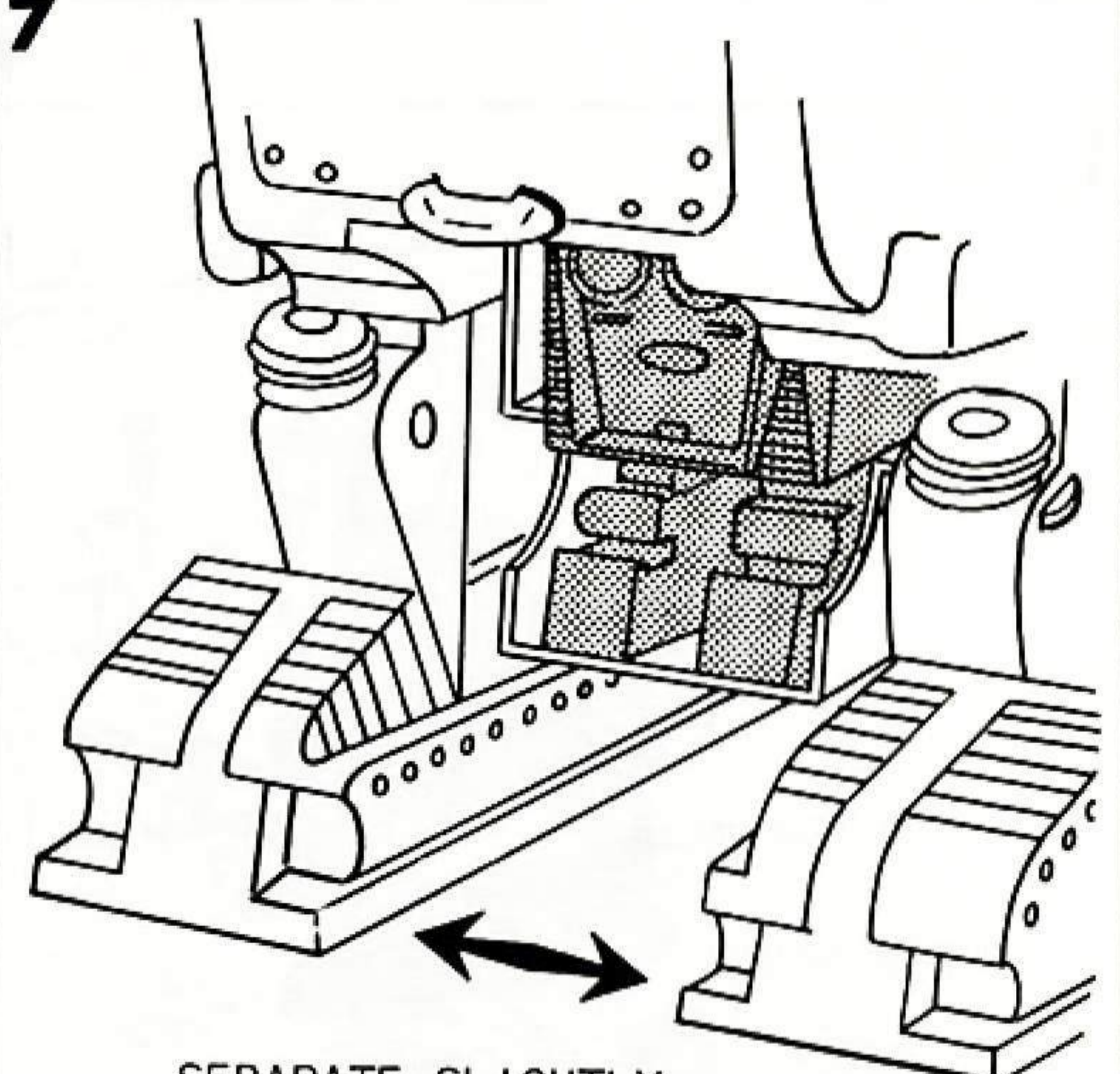
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### HOW TO OPERATE HANDS



TO PICK UP A LIGHT OBJECT, FIRST LOWER ARM TO OBJECT. PRESS LEVER TO OPEN HAND AND PUT HAND AROUND OBJECT. RELEASE LEVER TO CLOSE HAND. RAISE ARM AND KING DING WILL CARRY THE OBJECT.

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SEPARATE SLIGHTLY

IF ELEVATOR STICKS WHILE GOING UP OR DOWN, SEPARATE KING DING'S FEET SLIGHTLY.