

EASY ASSEMBLY AND OPERATION INSTRUCTIONS

MR-123682 Giant Animated Skeleton with Projection Eyes



Please follow the step by step guide and enjoy your Giant Animated Skeleton!

CARE AND STORAGE INSTRUCTIONS

When the product not in use, store in its original packing after it is completely dry. Keep away from heat.

Please read all instructions carefully before assembling. Save this instruction sheet for future reference.

WARNING

This item is not a toy and should be used for decoration only. This item contains small parts that can be a choking hazard. Keep all plastic and wire parts away from children. Recommended for ages 14 and up.

1. Please use the adapter supplied by manufacturer.
2. Please assemble item according to instructions. Connect all wires according to matching color.
3. Children should be supervised by adults. Item should not be grabbed, as it becomes a tipping hazard. Keep all away from the adapter, as it heats up during operation.
4. This item contains Polyvinyl Chloride (PVC).
5. Colors, style and contents may vary slightly from those shown on the package.

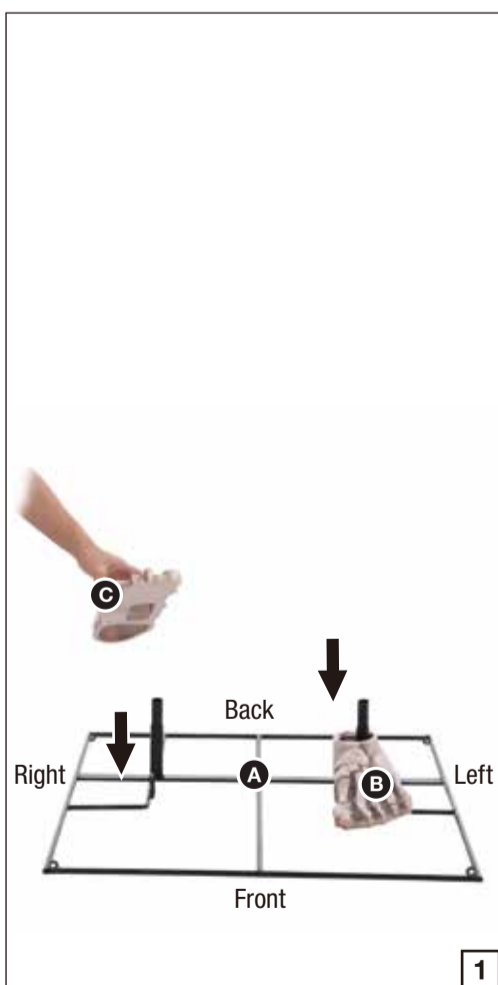
PARTS LIST

- A. Base x 1
 - B. Left Foot x 1
 - C. Right Foot x 1
 - D. Knee Poles x 2
 - E. Left Shin x 1
 - F. Right Shin x 1
 - G. Poles x 2
 - H. Left Femur x 1
 - I. Right Femur x 1
 - J. Pelvis x 1
 - K. Spinal Pole x 1
 - L. Rib Cage x 1
 - M. Head x 1
 - N. Left Humerus x 1
 - O. Right Humerus x 1
 - P. Allen Wrench x 1
 - Q. Left Forearm x 1
 - R. Right Forearm x 1
 - S. Stakes x 4
 - T. Step Here Pad x 1
 - U. Adapter x 1
- Input: 120V AC 50/60Hz
Output: 5.9V 3.0A



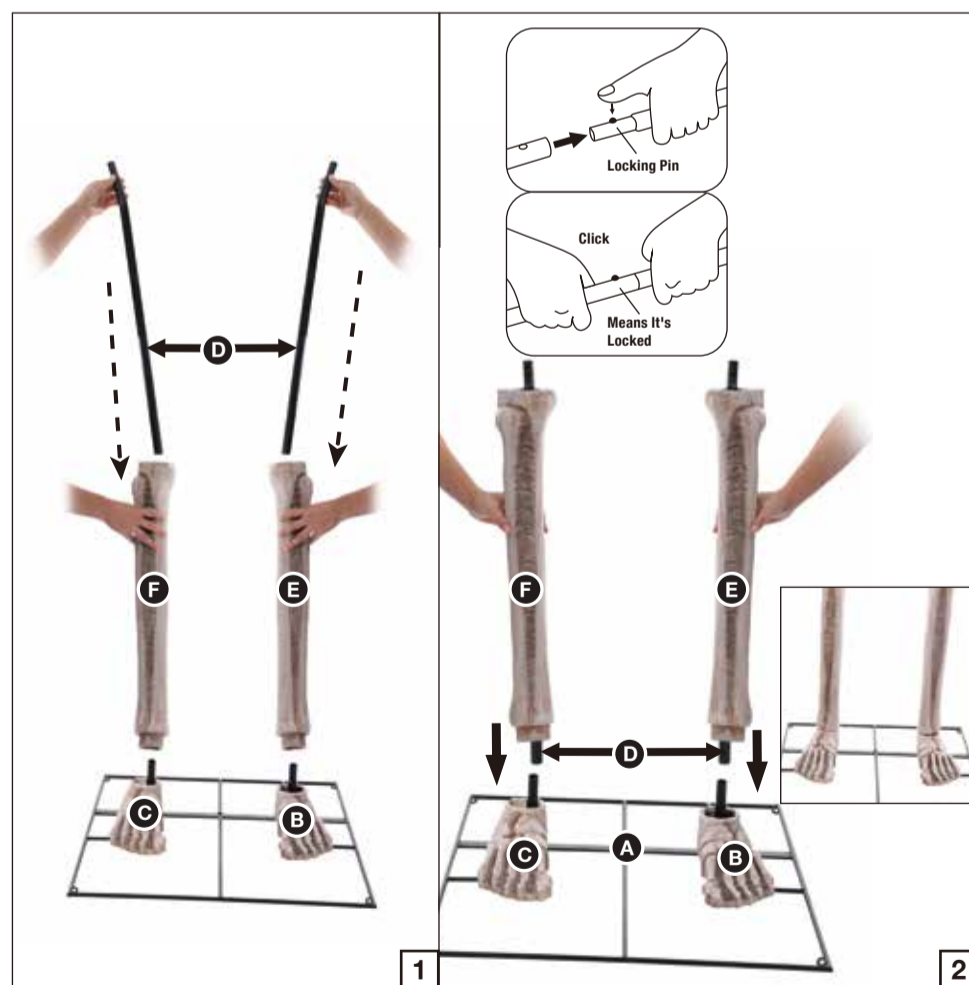
BEFORE ASSEMBLING, REMOVE ALL THE ABOVE PARTS FROM BOX. IF ANY PART IS MISSING OR BROKEN, PLEASE CONTACT CUSTOMER SERVICE AT SUPPORT@MORRISCOSTUMES.COM, OR BY PHONE 704-332-3304. IN YOUR EMAIL INQUIRY, PLEASE INCLUDE: YOUR ORDER NUMBER, WHO YOU BOUGHT IT FROM, AND WHAT SPECIFICALLY IS WRONG. THANK YOU.

Assembly Instructions:



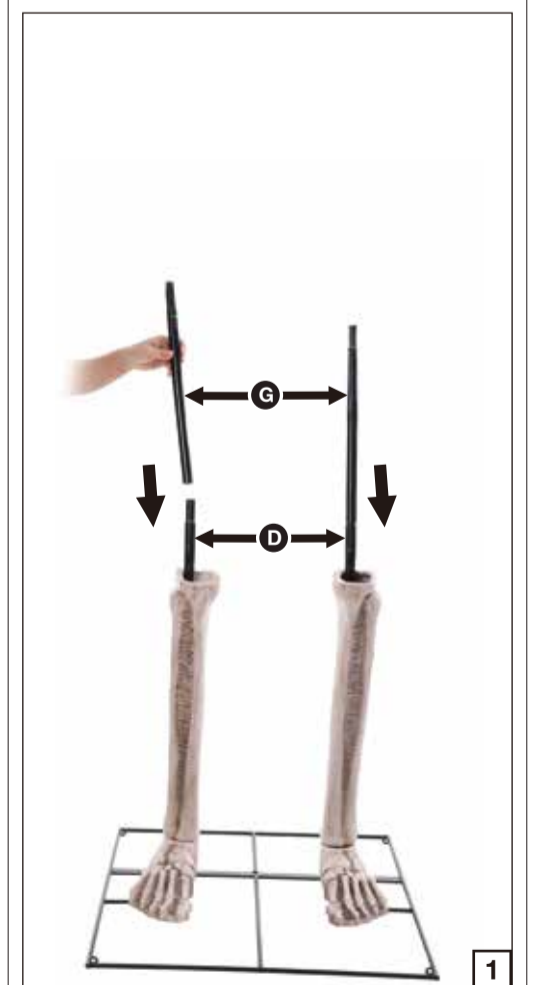
STEP 1

Note: Throughout the instructions, left and right are from the character's point of view. Place the (B) Left Foot over the left pole available on the (A) Base. Then place the (C) Right Foot over the right pole available on the (A) Base as shown in Figure 1.



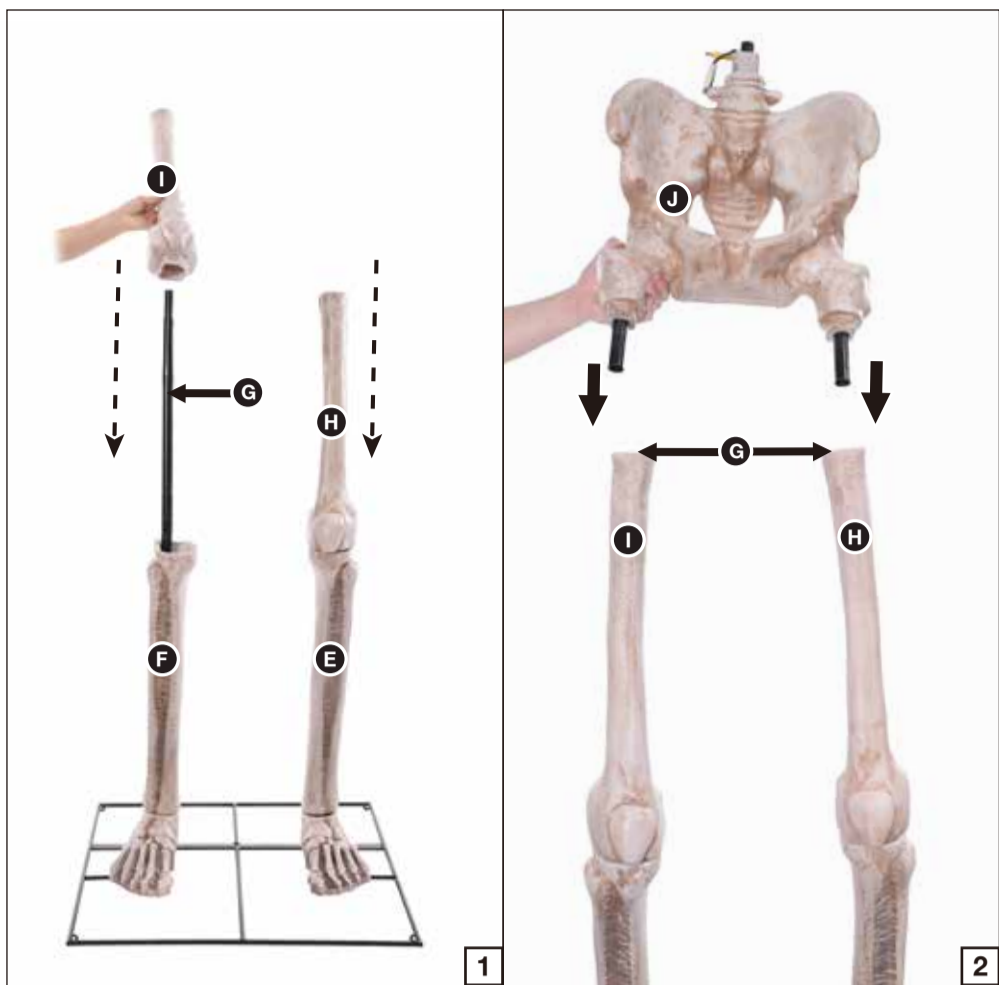
STEP 2

Slide the (D) Knee Poles all the way through the (E, F) Shins as shown in Figure 1. Then attach the (D) Knee Poles to the (A) Base and secure by aligning the quick-connect push buttons into the pre-drilled holes as shown in Figure 2. Note: The (E, F) Shins should fit into the (B, C) Feet as shown in Figure 2.



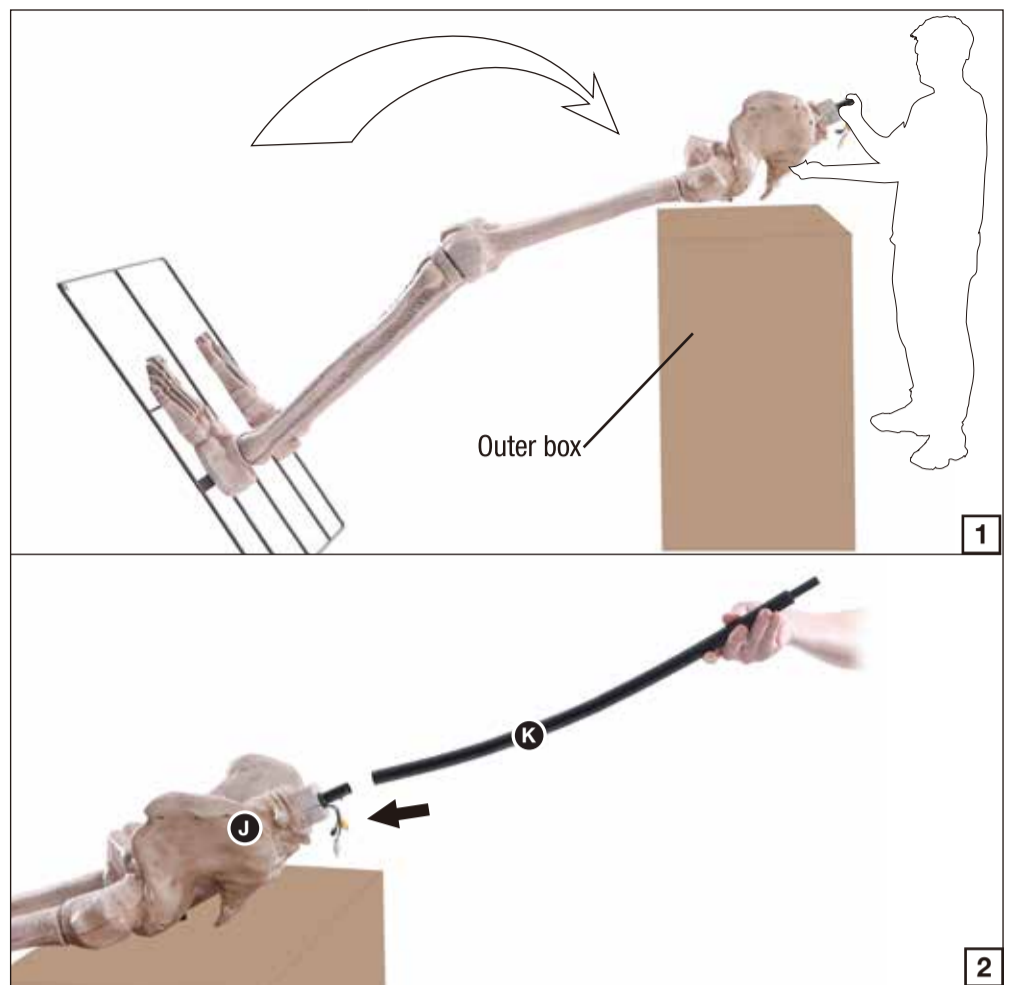
STEP 3

Attach the (G) Poles to the (D) Knee Poles and secure by aligning the quick-connect push buttons into the pre-drilled holes as shown in Figure 1.



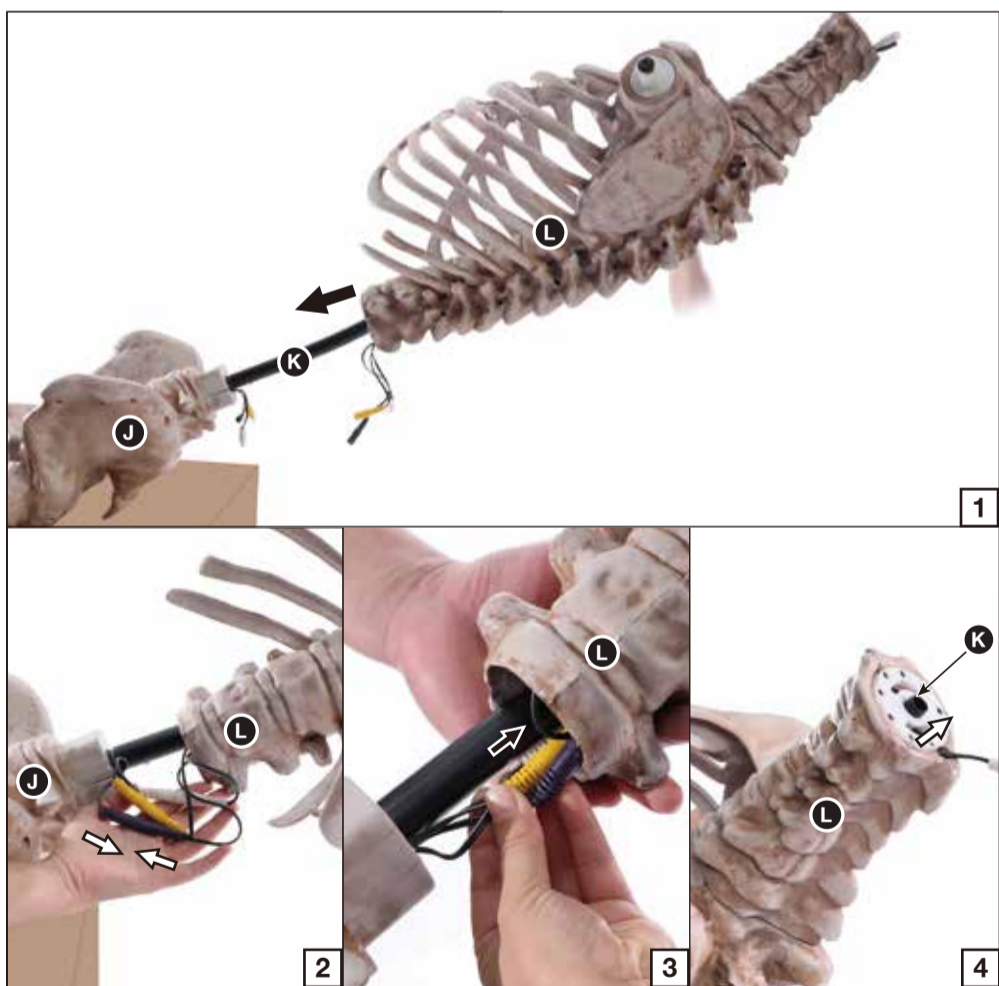
STEP 4

Slide the (H, I) Femurs over the (G) Poles and fit into the (E, F) Shins as shown in Figure 1. Attach the (J) Pelvis to the (G) Poles and secure by aligning the quick-connect push buttons into the pre-drilled holes as shown in Figure 2. If there is difficulty in assembling the (J) Pelvis, try adjusting the upper legs until they are properly aligned.



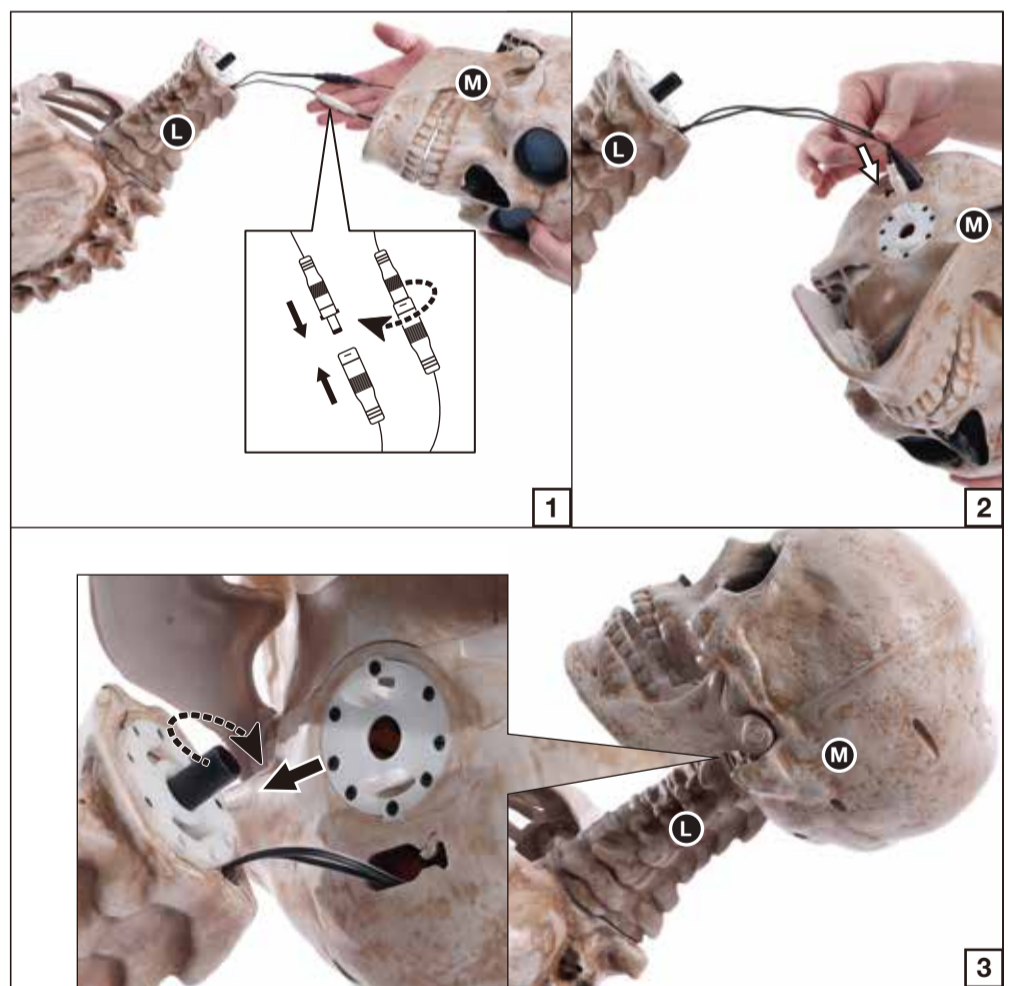
STEP 5

Lean the skeleton against the box it came with for easier assembly as shown in Figure 1. Connect the (K) Spinal Pole to the top of the (J) Pelvis and secure by aligning the quick-connect push button into the pre-drilled hole as shown in Figure 2.



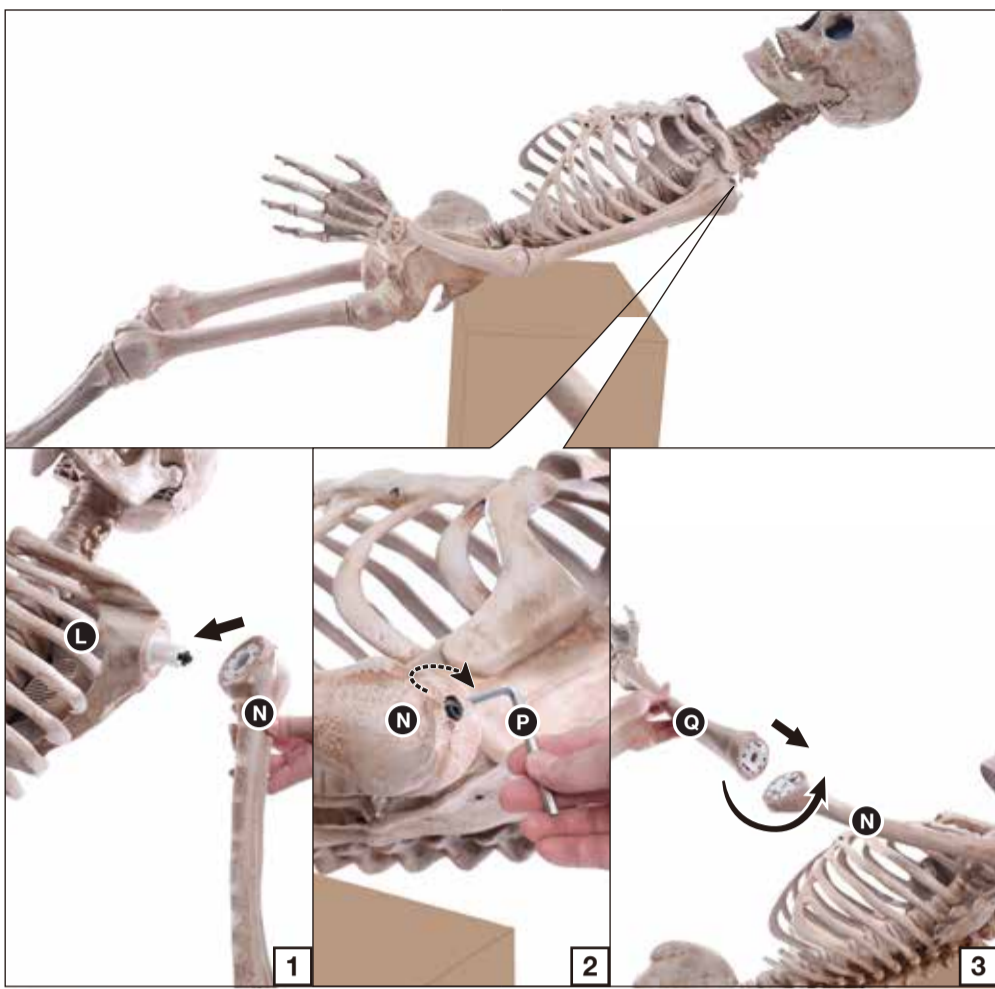
STEP 6

Slide the (L) Rib Cage over the (K) Spinal Pole then connect all available cables from the (L) Rib Cage to the (J) Pelvis by color as shown in Figure 1 and 2. Tuck the cables into the cavity at the bottom of the (L) Rib Cage and then fit the (L) Rib Cage onto the (J) Pelvis as shown in Figure 3. Align the top of the (K) Spinal Pole with the hole at the top of the (L) Rib Cage so it emerges from the top as shown in Figure 4.



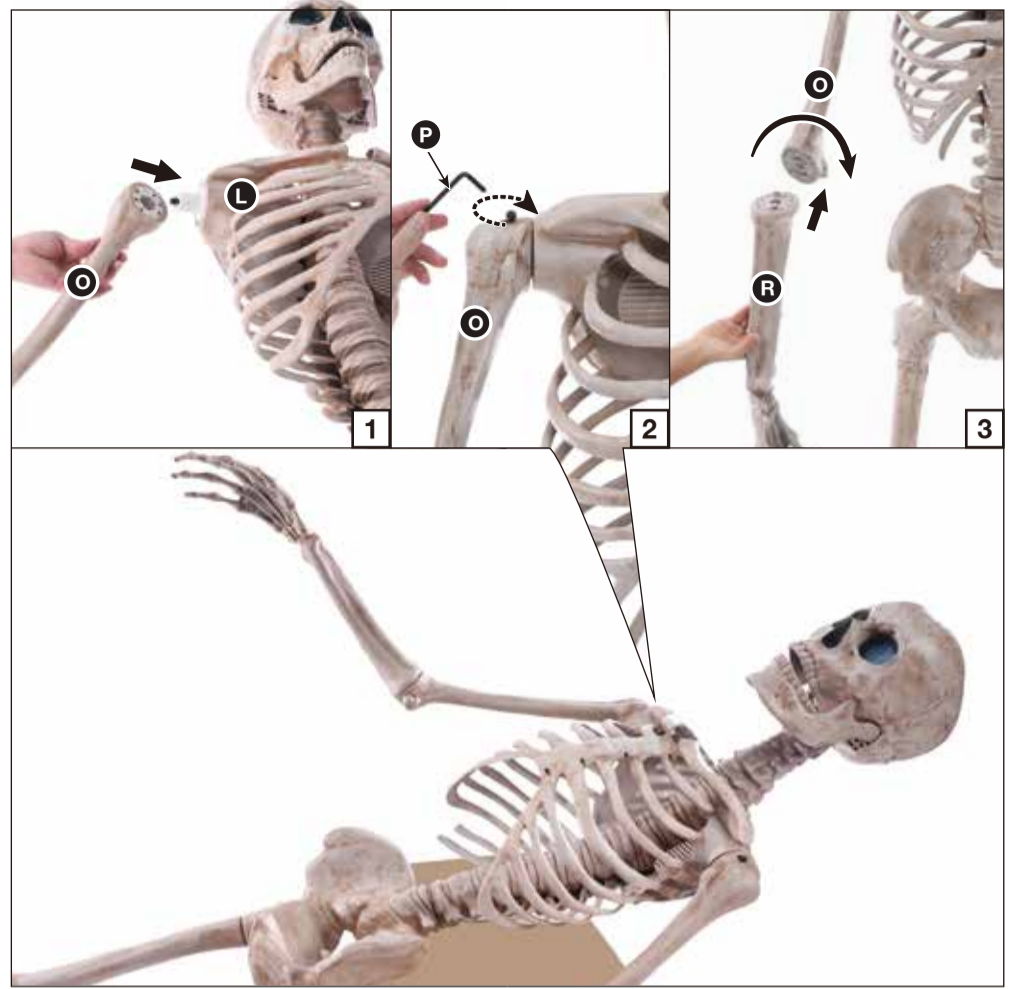
STEP 7

Connect the cables from the (M) Head to the cables available from the top of the (L) Rib Cage by color and twist both cables in opposite directions as shown in Figure 1. Tuck the cables inside the head as shown in Figure 2. Lower the (M) Head over the (L) Rib Cage and secure in place with a twisting motion as shown in Figure 3.



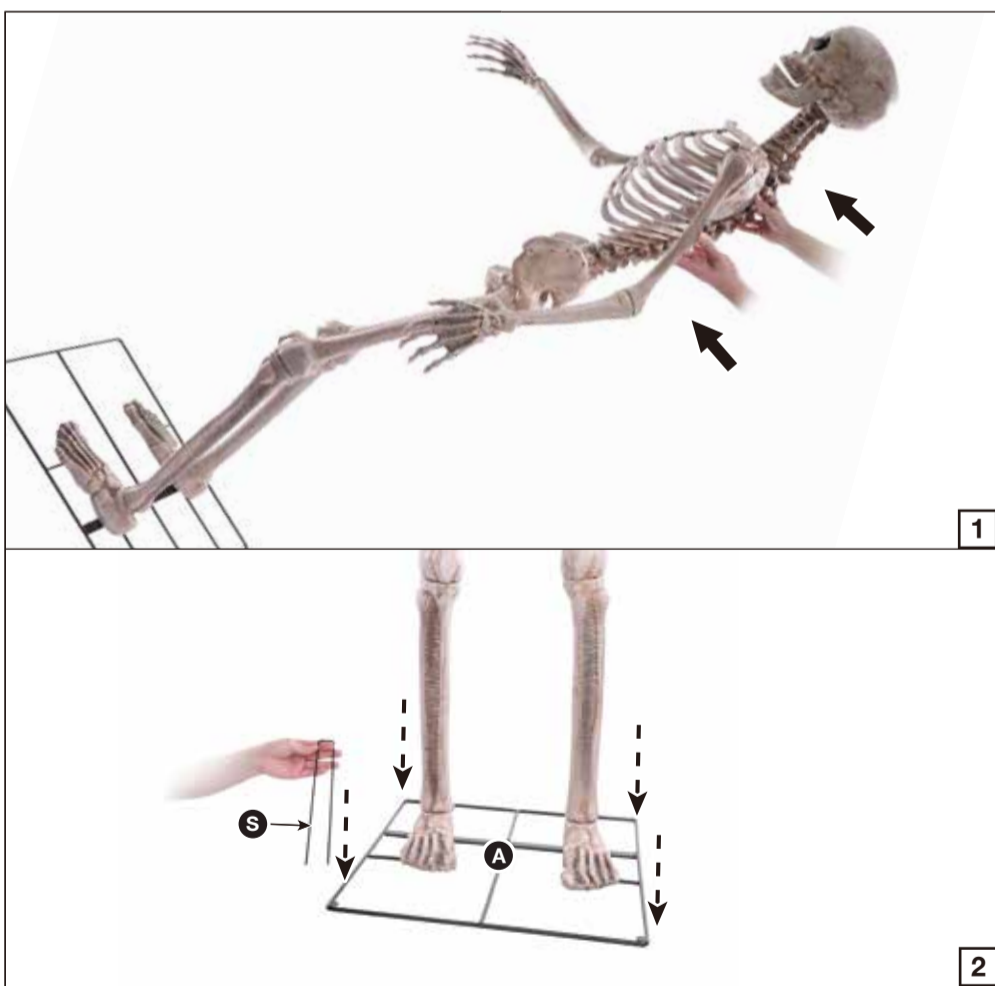
STEP 8

Slide the (N) Left Humerus over the protrusion on the left shoulder of the (L) Rib Cage as shown in Figure 1. Then use the (P) Allen Wrench to tighten the screw to secure the (N) Left Humerus in place as shown in Figure 2. Do not overtighten the screw. Attach the (Q) Left Forearm to the (N) Left Humerus using the insert and twist motion as shown in Figure 3.



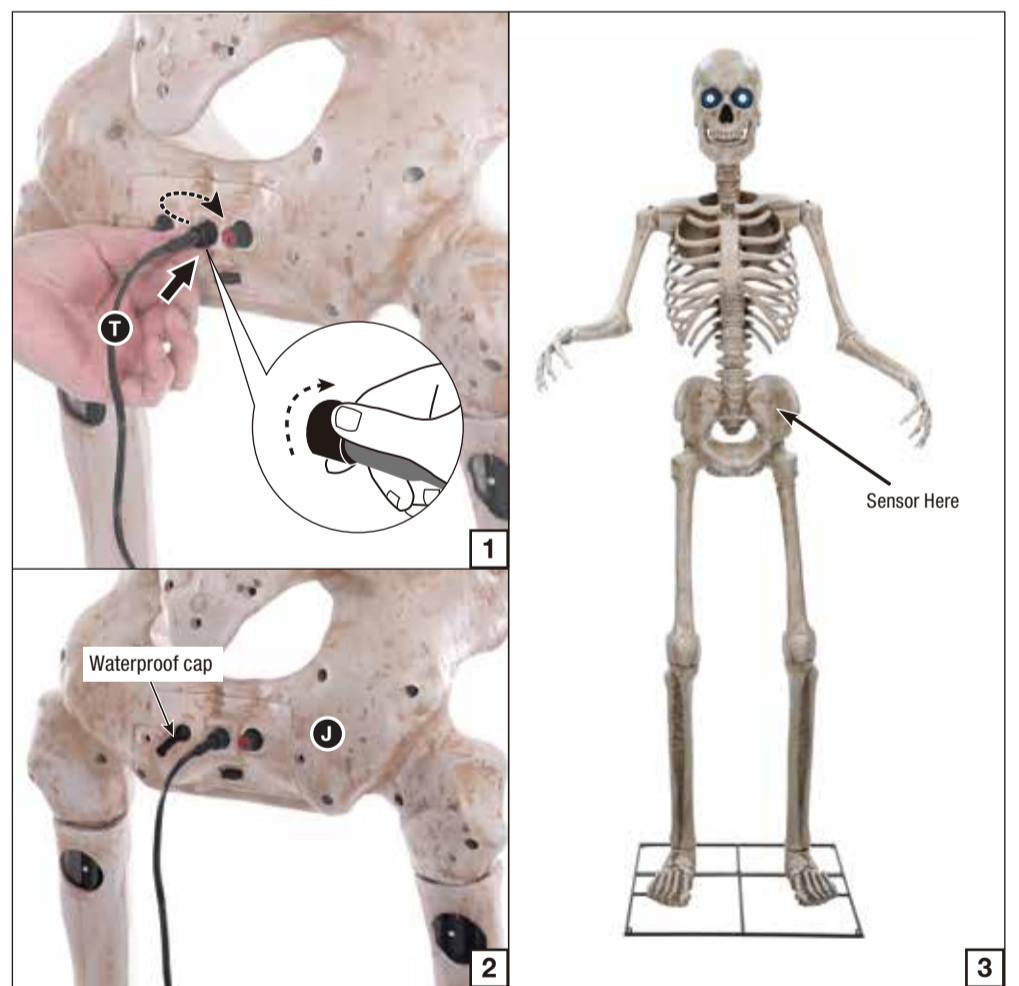
STEP 9

Slide the (O) Right Humerus over the protrusion on the right shoulder of the (L) Rib Cage as shown in Figure 1. Then use the (P) Allen Wrench to tighten the screw to secure the (O) Right Humerus in place as shown in Figure 2. Do not overtighten the screw. Attach the (R) Right Forearm to the (O) Right Humerus using the insert and twist motion as shown in Figure 3.



STEP 10

Reposition the Skeleton upright as shown in Figure 1. Position the Skeleton on a flat level outside and secure the Skeleton to the ground by pushing the (S) Stakes through the holes available on the (A) Base and into the ground as shown in Figure 2.



STEP 11

Insert the adapter cable into the adapter slot available at the back of the (J) Pelvis and rotate the cap clockwise to secure as shown in Figure 1.

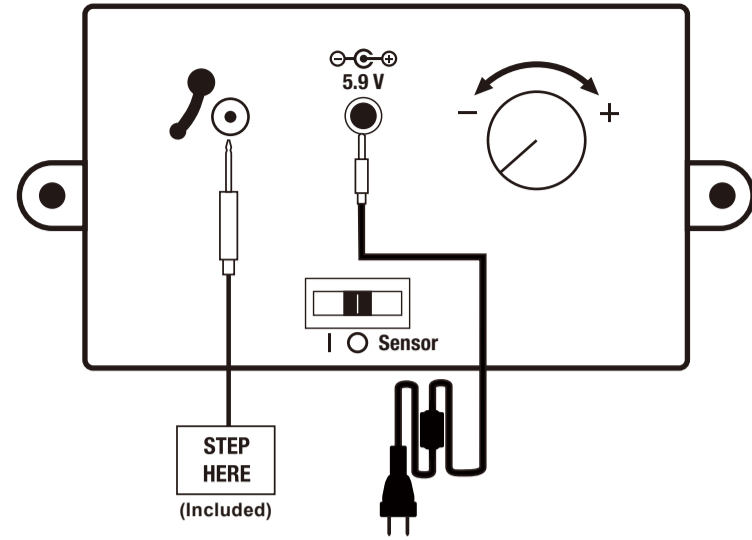
Warning: The waterproof cap must cover the Try Me receiver when not in use as shown in Figure 2. Your Giant Animated Skeleton with Projection Eyes is now fully assembled. Plug in and turn on to let the fun begin!

OPERATION INSTRUCTIONS:

1. Plug the power adapter into a standard power outlet and adjust the settings on the Function Control Box, located on the (J) Pelvis, as desired.

2. Settings:

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 2 m/6.5 ft. and will activate when someone comes within an 80-degree angle from left-to-right, as well as from above and below.
○	This switch mode allows the item to be activated only if triggered by using a Step Here Try Me Activation Pad (Included). The item will operate for one audio cycle with each Try Me activation.
I	This switch mode will continuously operate the lights, sound, and animation of the item .
⊖ ⊕	Raise or lower the volume using the volume control turn dial, turn all the way down to turn the volume off .



OPTIONAL: If you choose to use the Step Activation Pad, plug the connector into the input receiving jack marked "TRY ME" on the Function Control Box and set the Step pad in front of the character when ready to display.

Note: Do not plug the Power Adapter into power outlet until item assembly is completed.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION: Changes 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 for 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 separation 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 experienced radio/TV technician for help.

IMPORTANT SAFETY INSTRUCTIONS -SAVE THESE INSTRUCTIONS

DANGER-TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK

CAREFULLY FOLLOW THESE INSTRUCTIONS

The important safety instructions shall be provided with a power unit and include those items in the following list that are applicable. The statement "READ AND FOLLOW ALL SAFETY INSTRUCTIONS" shall be prominently displayed and precede the list, and the statement "SAVE THESE INSTRUCTIONS" shall be prominently displayed and follow the list. The word "WARNING" shall be entirely in upper case letters.

When using electrical products, basic precautions should always be practiced including the following:

READ AND FOLLOW ALL SAFETY INSTRUCTIONS.

Read and follow all instructions that are on the product or provided with the product.

For a cord-connected or direct plug-in power unit, do not use an extension cord.

Reference the National Electrical Code, NFPA 70, specifically for the installation of wiring and clearances from power and lighting conductors.

Installation work and electrical wiring must be done by qualified person(s) in accordance with all applicable codes and standards, including fire-rated construction.

For a cord-connected or direct plug-in power unit, do not install or use within 10 feet of a pool.

WARNING: Risk of Electric Shock. When used outdoors, install only to a covered Class A GFCI protected receptacle that is weatherproof with the power unit connected to the receptacle. If one is not provided, contact a qualified electrician for proper installation. Ensure that the power unit and cord do not interfere with completely closing the receptacle cover.

WARNING: Risk of Fire. Installation involves special wiring methods to run wiring through a building structure. Consult a qualified electrician.