

Limited Ninety-Day Warranty

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In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

We Service What We Sell

03/00

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Cat. No. 60-4253

Terranaut

Your RadioShack Terranaut is your personal robot. You can march forward, turn around, then march off in another direction.

INSTALLING BATTERIES

You need four AA batteries (not supplied) to power the Terranaut, and one 9V battery (not supplied) for its transmitter.

Cautions:

Use only fresh batteries of the required size and recommended type.

Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

Never leave dead or weak batteries in the Terranaut or the transmitter. Where they can corrode and damage the units.

WARNING

Dispose of old batteries promptly and properly; do not burn or bury them.

Installing the Terranaut's Batteries

You need four AA batteries (not supplied) to power your Terranaut. We recommend RadioShack alkaline batteries.

Follow these steps to install the Terranaut's batteries.

1. Set ON/OFF on the back of the Terranaut to OFF.
2. Use a screwdriver to loosen the screws at bottom of feet, then lift up the battery compartment covers and remove them.
3. Install the batteries in the compartment as indicated by the polarity symbols (+and-) marked inside.
4. Replace the covers, then use a screwdriver to tighten the screws. Make sure to secure them.

If the Terranaut moves slowly or does not move at all, replace the Terranaut's batteries.

Note: If you will not be using the Terranaut for several days, remove the batteries. Batteries can leak chemicals that can damage electronic parts.

Installing the Transmitter's Battery

The transmitter requires one 9V battery (not supplied).

Follow these steps to install the transmitter's battery.

1. Set ON/OFF on the right side of transmitter to ON

2. Use a screwdriver to loosen the screw on the battery compartment cover, then lift up the battery compartment cover and remove it.
3. Put the battery in the compartment according to the polarity symbols (+and-) marked inside.
4. Replace the battery compartment cover, then use a screwdriver to tighten the screw. Make sure to secure it.

When the transmitter's range decreases, replace its battery.

OPERATION

Warning: Never play with your Terranaut in the street.

Operating the Terranaut

1. Set ON/OFF on the back of the Terranaut to ON.
2. Set ON/OFF on right side of transmitter to ON.
3. The Terranaut's transmitter has two buttons on the front. Press and hold down the left hand side button to move it forward. Press and hold the right hand side button to spin the Terranaut.
4. Release the buttons to stop the Terranaut
5. When you finish driving the Terranaut, set ON/OFF to OFF.

Note: The terranaut is also with a voice transmission function. Follow these steps to operate.

1. Set ON/OFF on right side of transmitter to ON
2. Press and hold down the red button on the left side of transmitter, then face the microphone of transmitter to talk. Your voice comes out from robot.
3. LED light inside the robot's face will light up to give facial expression. It emphasises mouth movements, when you are talking through the transmitter.

HELPFUL HINTS

These hints can help you get the most enjoyment from your Terranaut.

Running your robot continuously for long periods generates high heat levels. Heat causes wear and tear on the motor. To help keep heat levels down, when your robot's battery power run down, let the robot cool at least 10 minutes before installing new batteries.

If the Terranaut's motor runs but the Terranaut does not respond to the transmitter, move the transmitter closer to the Terranaut and try again.

If someone uses a CB nearby, it might interfere with control of the Terranaut. If this happens, move the Terranaut away from the CB.

You cannot operate your Terranaut near devices with transmitters that use the same frequency (27 MHz).

CARE AND MAINTENANCE

The following suggestions will help you care for your RadioShack Terranaut so you can enjoy it for years.

Do not expose the Terranaut or its transmitter to temperature extremes, and do not store them in direct sunlight or near a heat source.

Wipe the Terranaut and transmitter with a damp cloth occasionally to keep them look new. Do not use harsh chemicals to clean them.

Do not drive the Terranaut through puddles or mud, on a wet floor, or in sand, rain or snow. These may damage it.

Do not leave the Terranaut or its transmitter outside overnight. Night dampness can damage their electronic circuits.

To protect the Terranaut's mechanisms from lint and hair, do not drive the Terranaut on carpet.

Modifying or tampering with the Terranaut's or the transmitter's components can cause a malfunction and might invalidate the car's warranty and void your FCC authorization to operate them. If the Terranaut does not work properly as it should, take it to your local RadioShack store for assistance.

THE FCC WANTS YOU TO KNOW

Your Terranaut or its transmitter might cause TV or radio interference even when it is operating properly. To determine whether your Terranaut or transmitter is causing the interference, release the transmitter's control button and turn off your Terranaut. If the interference goes away, your Terranaut or transmitter is causing it. Try to eliminate the interference by:

- Moving your Terranaut away from the TV or radio

- Contacting your local RadioShack store for help

If you cannot eliminate the interference, the FCC requires that you stop using your Terranaut and transmitter.

USER-REPLACEABLE PARTS

You can order these parts through your local RadioShack store.

Description

RSU #

NP Part #