

# REPULSOR RAY TECH LAB

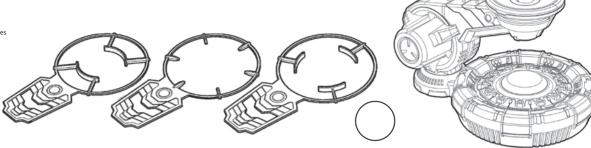
## ⚠ WARNING:

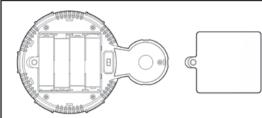
CHOKING HAZARD-Toy contains small balls. Not for children under 3 years.

(AA/LR6) x4 Batteries not included
Requires 4 x 1.5V AA/LR6 batteries

#### **Parts included:**

- 1 Repulsor Ray Unit
- 2 Energy Spheres
- 3 Energy Sphere Obstacles

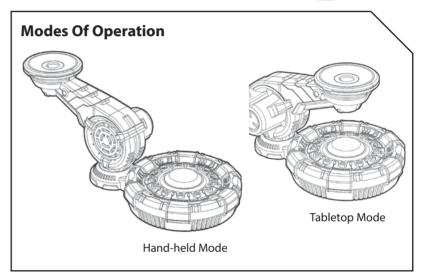




#### **Battery Installation**

Tool required - Small Phillips head screwdriver

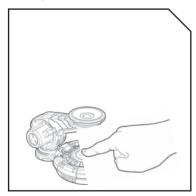
- 1. Using a Phillips head screwdriver, remove the battery cover as shown.
- 2. Insert 4 "AA" batteries as indicated in the battery compartment and replace cover.



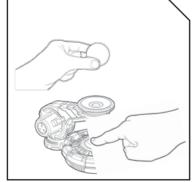
#### **Mastering Control Of The Repulsor Ray**

Mastering Iron Man's Repulsor Ray requires practice and skill to control and direct the strong force powered by the arc reactor in its base. Learning to maneuver the Energy Sphere in different ways will help you master your skill with the Repulsor Ray.

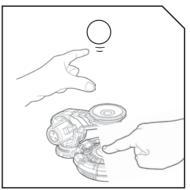
#### **PHASE 1**



 Begin in Tabletop Mode and press and hold the activation button to power the Repulsor Ray.



 Practice releasing the Energy Sphere into the flow of air directly above the Repulsor Ray. Hold the Energy Sphere about four to six inches above the Repulsor Ray and gently let it go into the air stream.

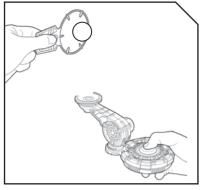


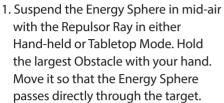
6+

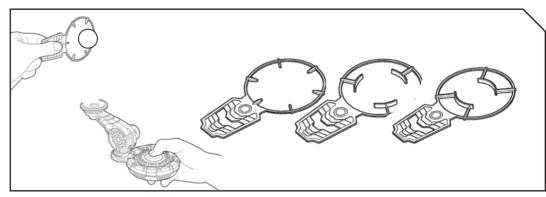
18013

3. For hand-held mode, hold the base of the Repulsor Ray in one hand and place the Energy Sphere into the air stream with the other.

#### PHASE 2



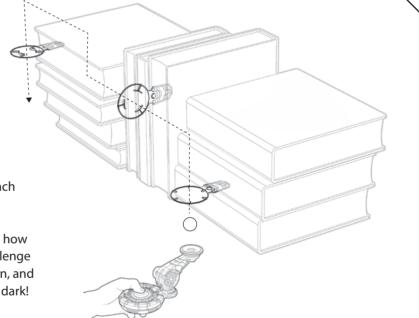




2. Master your control of the Energy Sphere though all three different Obstacles and you're ready to proceed to Phase 3.

#### PHASE 3

- 1. Set up all three Obstacles like the example shown or in your own configuration. Place them in horizontal and/or vertical positions and as close together or as far apart as you like to create the greatest challenge. Use other objects like books to hold the obstacles in place.
- Once your training course is ready, place the Repulsor Ray in hand-held mode. Balance the Energy Sphere in mid-air and slowly move the Repulsor Ray towards the Obstacles so that the Energy Sphere passes through each of them.
- 3. Once you've mastered the course, time yourself to see how fast you can complete it. Then, when you're ready, challenge yourself by creating more difficult courses. For more fun, and even more difficulty, turn off the lights and train in the dark!



### **Launching The Energy Sphere**

When you have mastered all of the phases, see if you can use your skills to launch your Energy Sphere! Here's how:

- 1. Roll a piece of paper to create a tube. Make sure the ball can easily fit through the tube.
- 2. While suspending the Energy Sphere in mid-air with the Repulsor Ray, place the bottom end of the tube just above the top of the Energy Sphere and see what happens! Try launching the Energy Sphere with other tubes that have different lengths and diameters.

KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE — DO NOT DISCARD

Questions? Visit unclemitton.com



MANUFACTURED BY UNCLE MILTON INDUSTRIES, INC. P.O. Box 6281
THOUSAND OAKS, CA 91359 USA
@2013 LIMI All rights reserved @ and TM designate

THOUSAND OAKS, CA 91359 USA ©2013 UMI. All rights reserved. ® and TM designate trademarks of Uncle Milton Industries, Inc. © Marvel MADE IN CHINA

#### BATTERY SAFETY INFORMATION

- Non-rechargeable batteries are not to be recharged.
- · Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not dispose of batteries in fire. Battery may explode or leak.