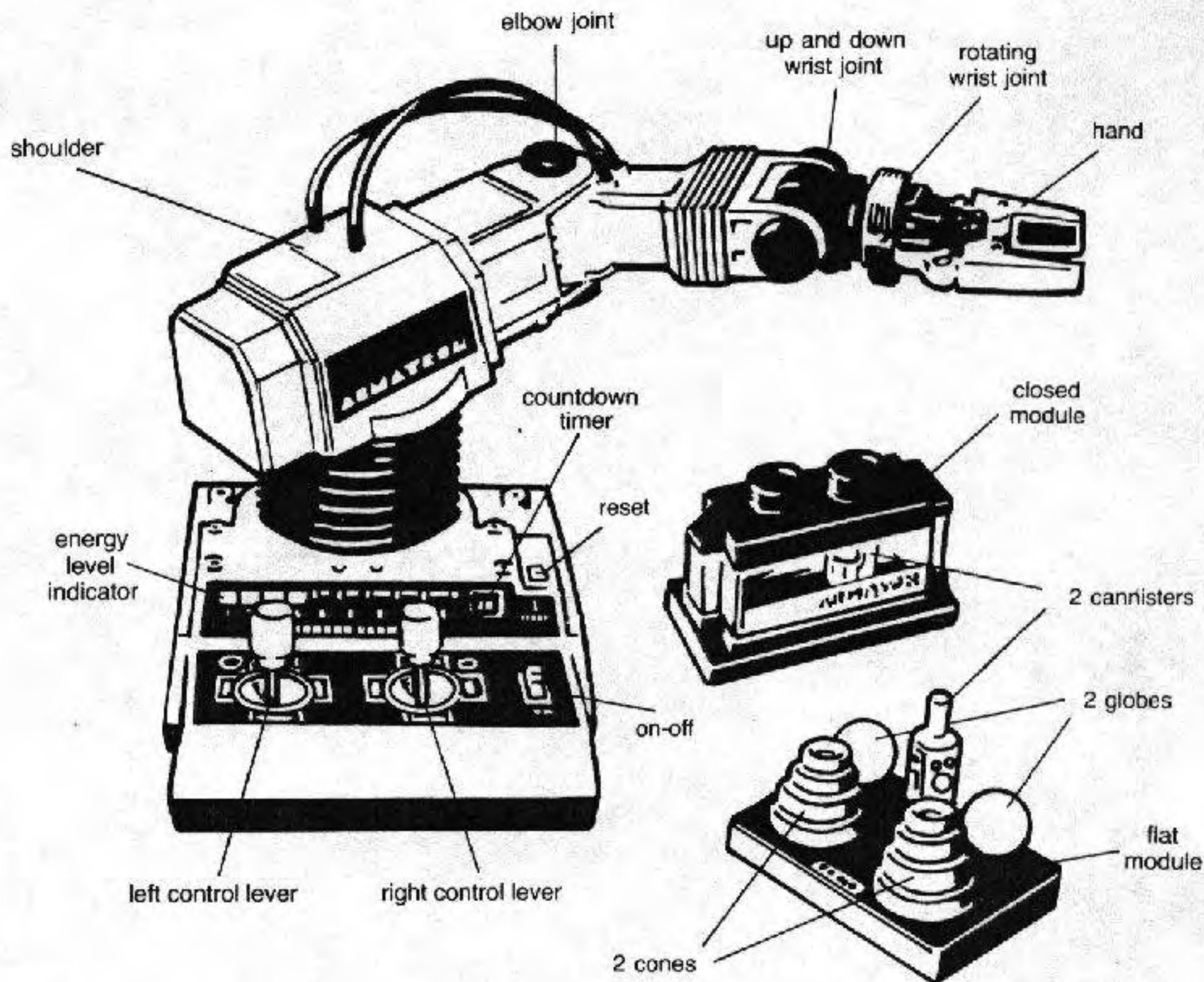
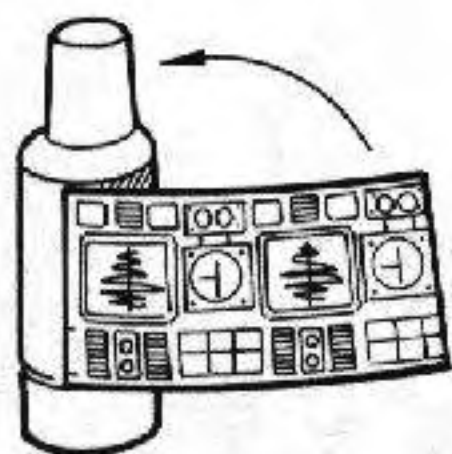


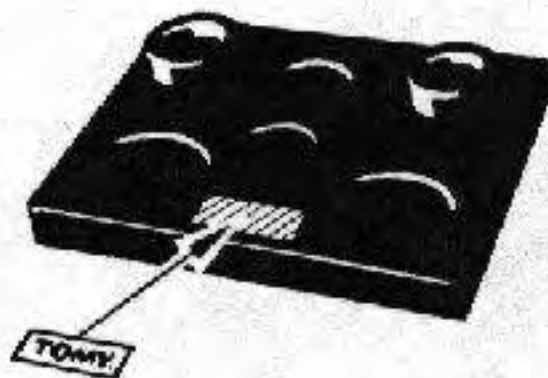
ARMATRON™



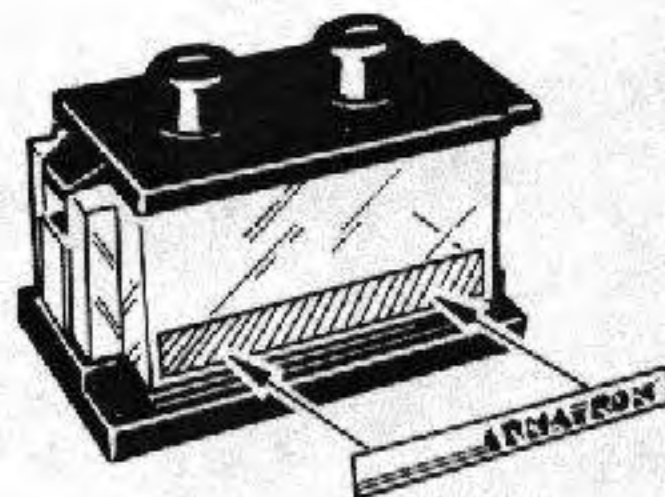
1 Decal Placement



Wrap decals around both cannisters as shown above.



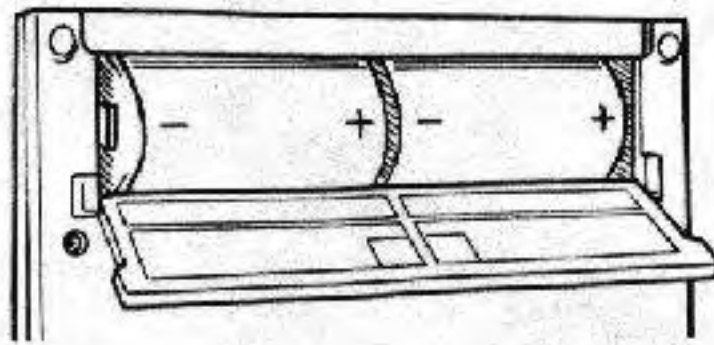
Place Tomy decal as indicated by the shaded area.



Position Armatron decal as indicated by the shaded area.

2 Batteries

Battery compartment is located at the bottom of the Armatron base.

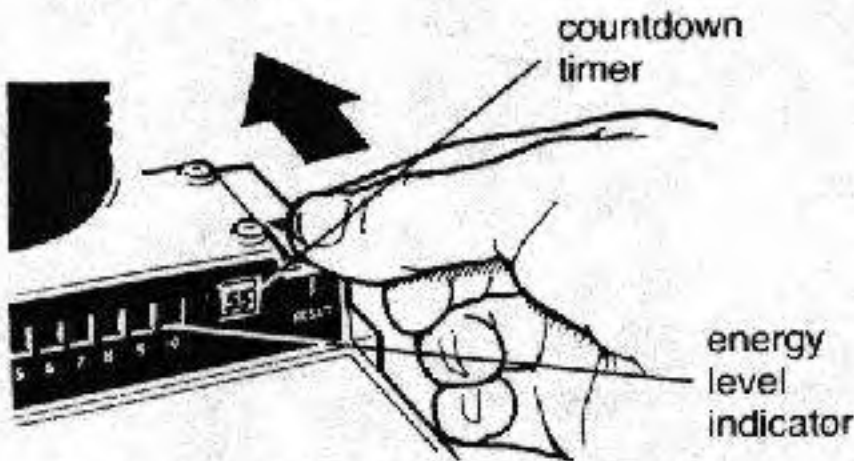


Use 2 "D-Size" batteries. Long Life or Alkaline batteries recommended.

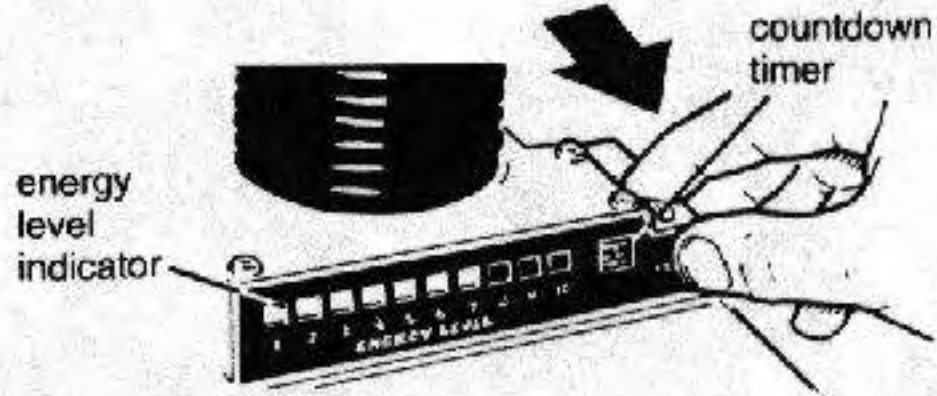
3 Reset Knob

The energy level indicator consists of 10 energy levels (windows). Each window will register an orange or black color. An orange window indicates a charged energy level, black indicates that it is discharged.

You lose one energy level (orange to black) each time the countdown timer completes one revolution. The Armatron automatically turns itself off when all energy levels indicate black (total discharge).



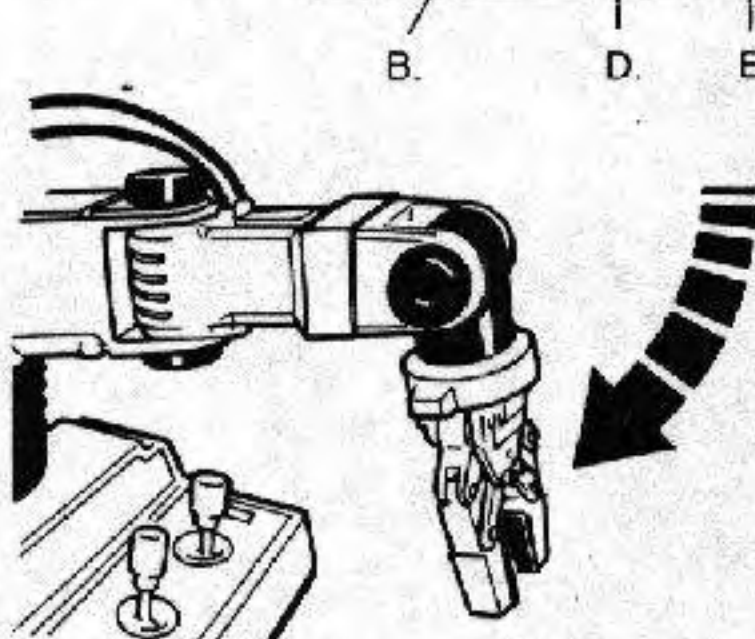
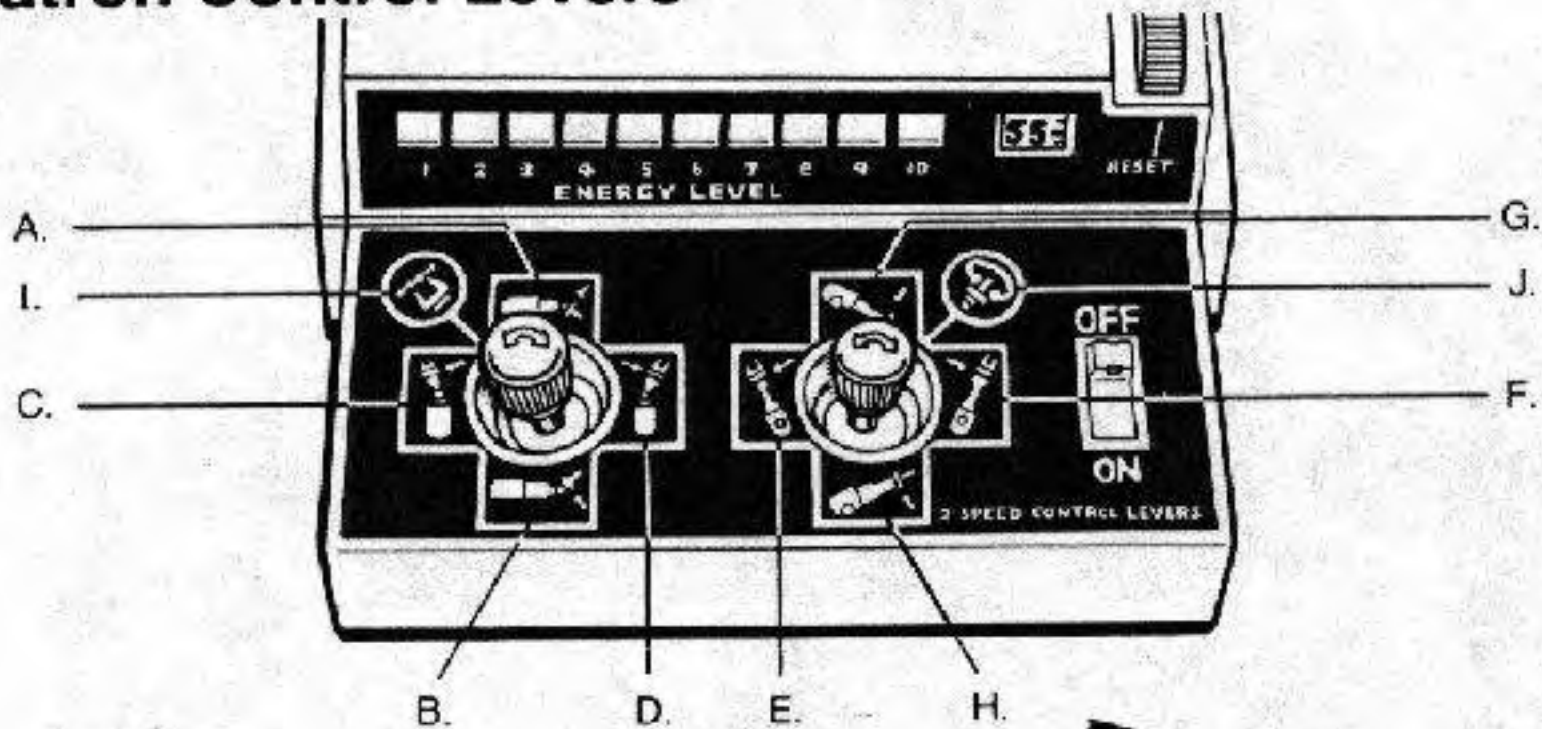
To begin, roll the reset knob forward until the countdown timer reads "55". All 10 energy levels plus the countdown timer will register an orange color (indicating a maximum charge).



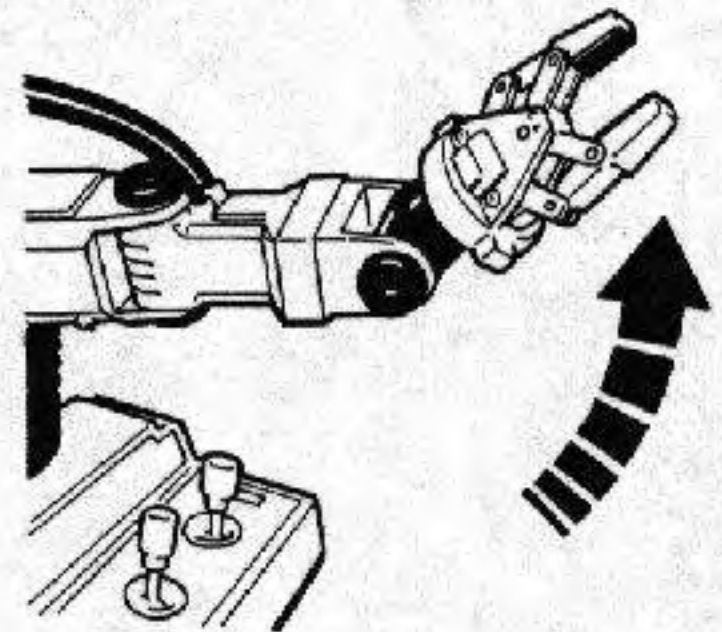
If you desire less than a full charge, simply roll the reset knob backwards to obtain the desired energy level.

Turn the on/off switch on and you're ready to play. NOTE: The on/off switch will not start the Armatron if all energy levels register black. To reset, follow the above instructions (refer to illustration).

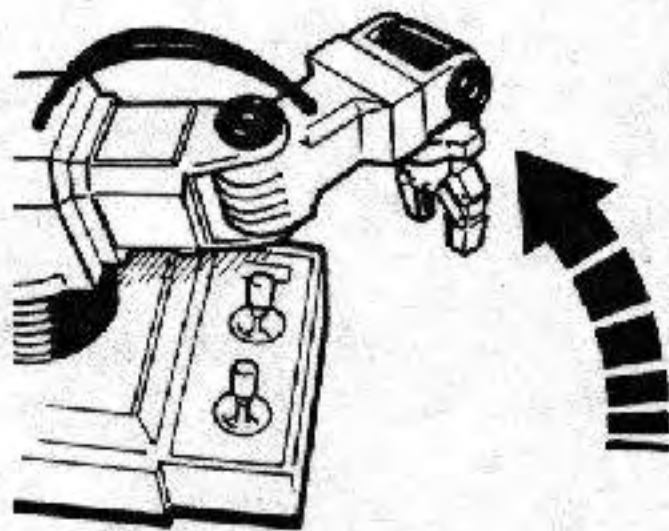
4 Armatron Control Levers



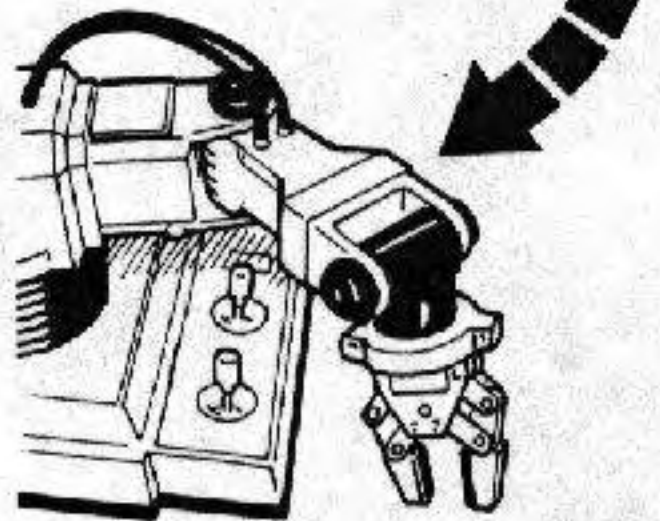
POSITION A
Moves the hand down.



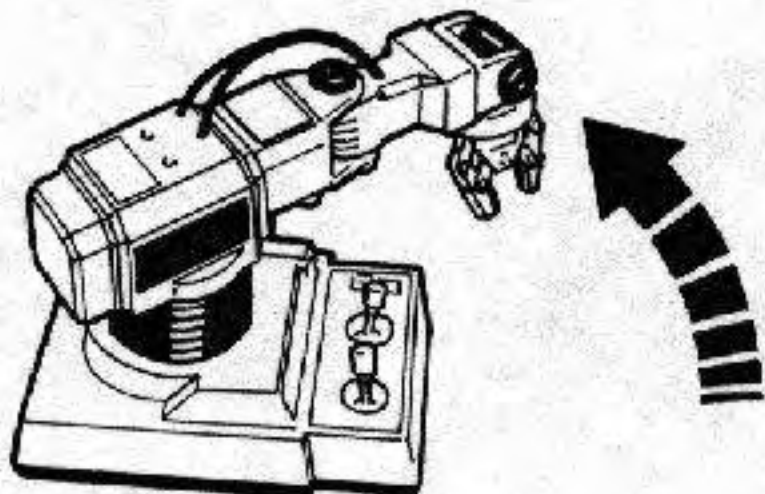
POSITION B
Moves the hand up.



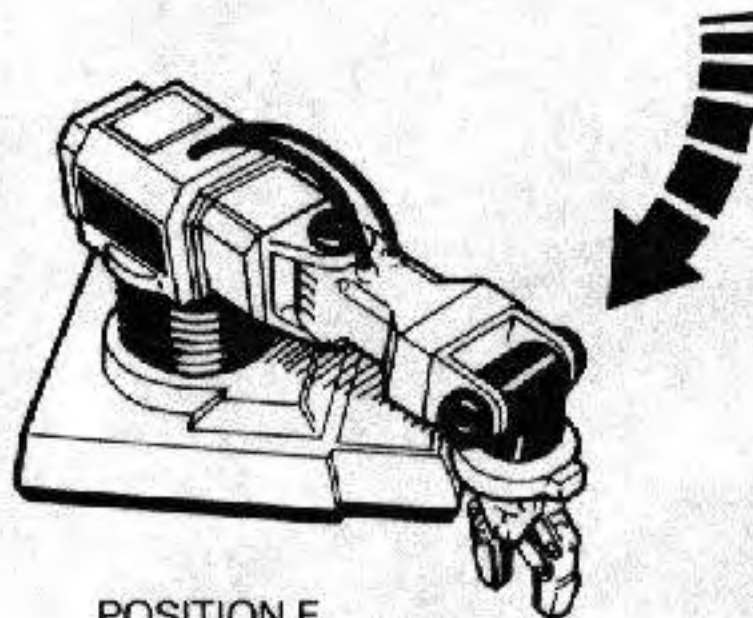
POSITION C
Moves the arm counter-clockwise from the elbow joint.



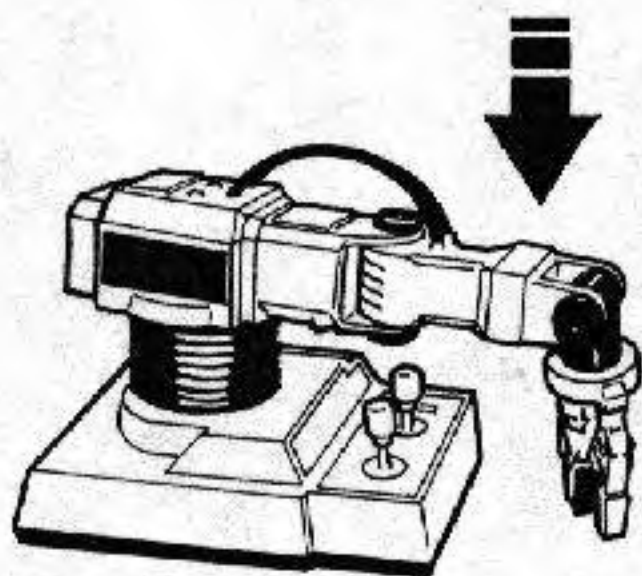
POSITION D
Moves the arm clockwise from the elbow joint.



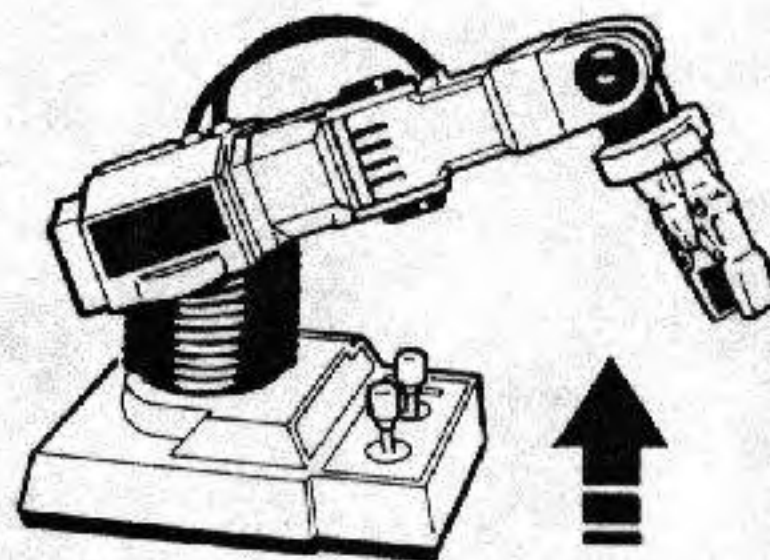
POSITION E
Moves the entire arm counter-clockwise.



POSITION F
Moves the entire arm clockwise.

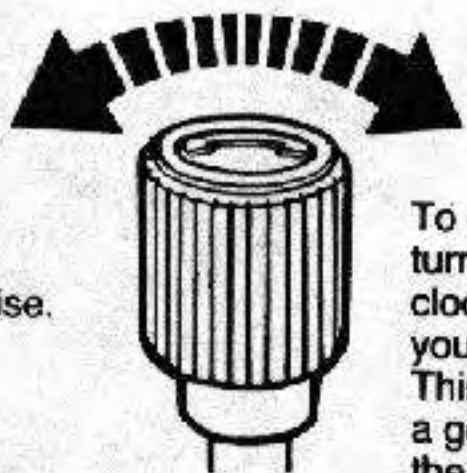


POSITION G
Moves the entire arm down.



POSITION H
Moves the entire arm up.

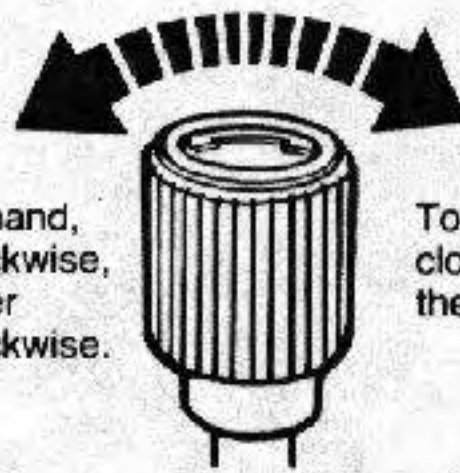
To open hand turn the lever counter-clockwise.



LEFT CONTROL LEVER (I)

To close hand turn the lever clockwise until you hear it click. This will ensure a good grip on the object you are picking up.

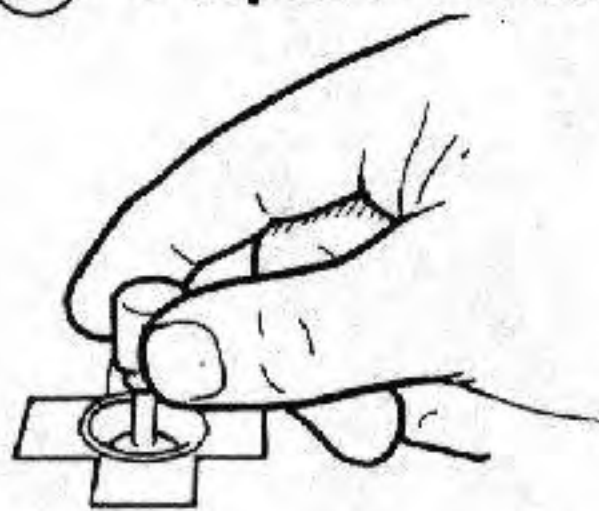
To revolve hand, counter-clockwise, turn the lever counter-clockwise.



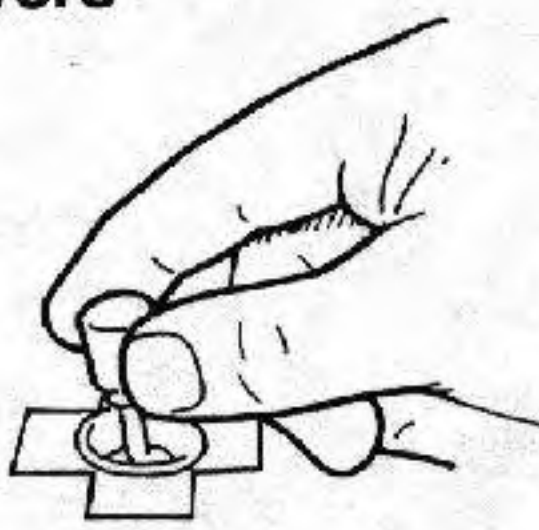
RIGHT CONTROL LEVER (J)

To revolve hand clockwise, turn the lever clockwise.

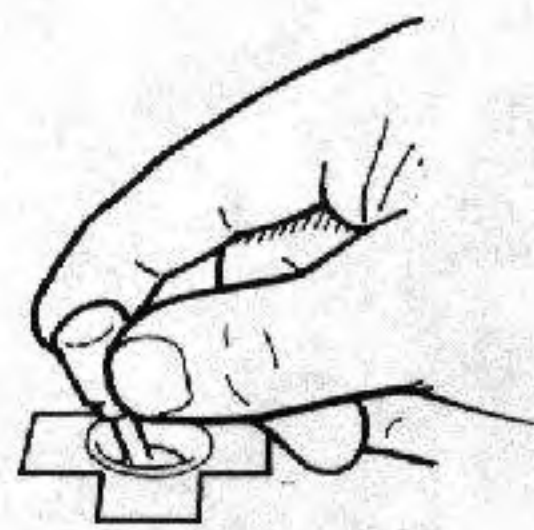
5 2-Speed Control Levers



neutral

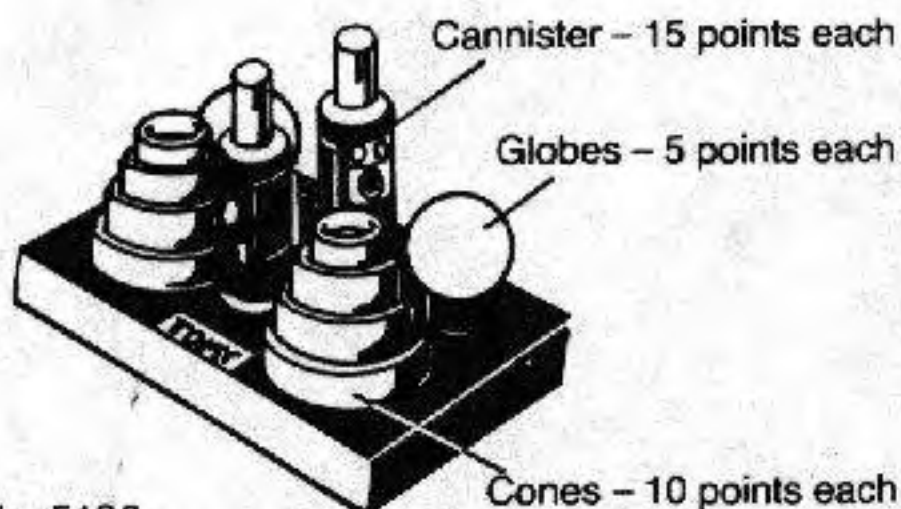
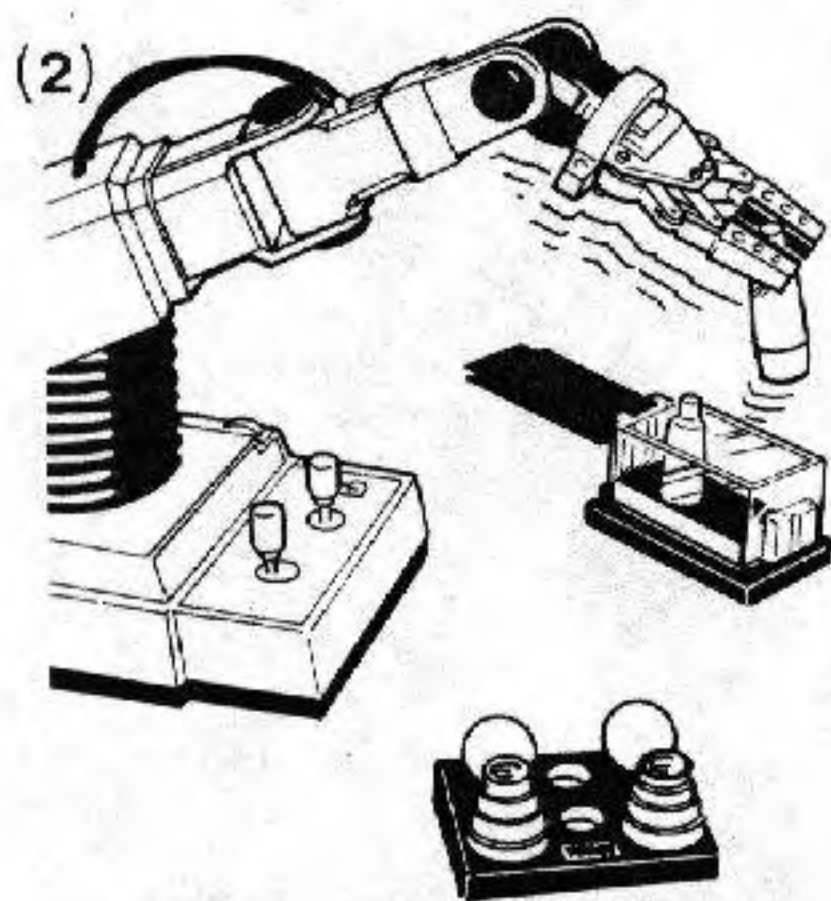
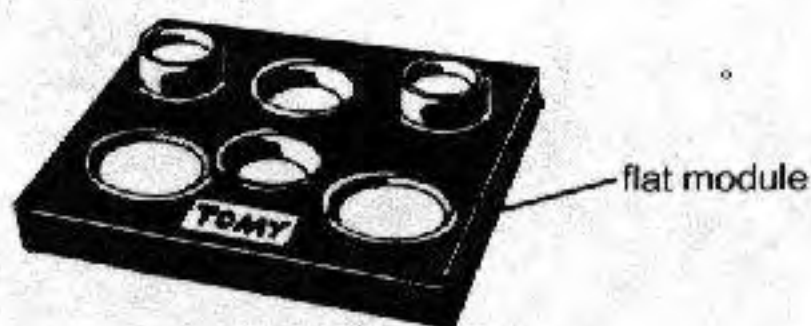
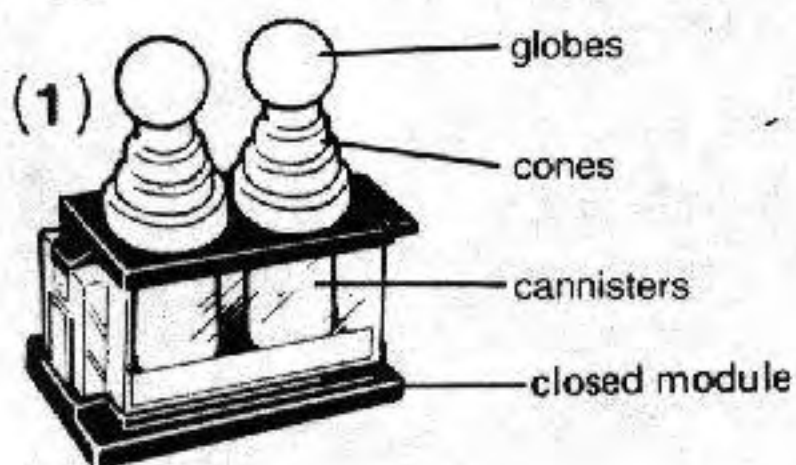


slow



fast

6 Playing with Armatron



Armatron is a game of skill and coordination. Play by yourself or challenge a friend. See who can manipulate this robot like arm in a race against time.

1. First set up the energy module as shown above.
2. Next set the flat and closed modules about 8 inches from the center of the Armatron base as shown. Each player is given the opportunity to set up Armatron and each module at the beginning of his turn. Once play begins Armatron base and modules cannot be moved.

TO PLAY:

Use your skill to transfer the globes and cones from the top of the closed module to the flat module. Once that mission is completed, use Armatron to open the closed module to reach the liquid fuel cannisters inside. Carefully lift the cannisters out one by one and place on the flat module. But watch out, if a cannister drops, it "blows" up and you lose the game. As soon as you have all of the pieces transferred, turn Armatron off. The number of orange energy levels you have remaining count for points towards your final score. Using the scoring below count the total points earned from successful unit transfers. Also count the number of points from remaining orange energy levels and tally your score. Highest score wins!

SCORING:

- Globes - 5 points each
- Cones - 10 points each
- Cannister - 15 points each
- Each remaining energy level - 10 points

Special Note:

In order to keep your Armatron working trouble free, do not pick up Armatron by the arm, or dismantle it.

No. 5100

TOMY

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