

SCENE SET-UP

1 Install the Wallscape FX Activator™ on your Wall

- Before installing your Activator, move the function switch on the back of the Activator from "Try Me" to "Play." This will enable full special effects functionality.
- Product is only intended to mount on a vertical wall.
- Locate stud in wall or use the wall mounting hardware included to mount FX Activator as shown. (For best light effect, mount FX Activator approximately 4 feet from the floor).

Note: For rooms with ceilings higher than 8 feet, you may want to position the activator higher than 4 feet to ensure that the light sufficiently illuminates the wall and the ceiling.

2 Wall Decal Preparation **DO NOT SKIP THIS STEP**

After removing the decals from the package, roll out the sheet and lay flat for 24 – 48 hours until the sheet no longer wants to curl back up.

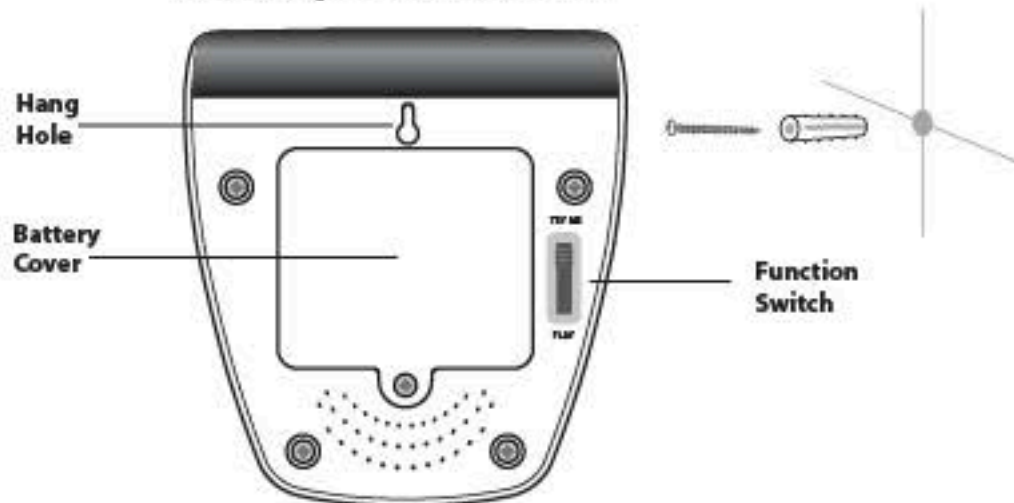
For best results apply the decals onto smooth, clean surfaces. The decals may not stick to heavily textured surfaces. Do not apply to fresh paint or wallpaper. Let the new paint/wallpaper dry for at least 3 weeks. Before applying the decals to wallpaper or other delicate surfaces, test one in an inconspicuous area. Keep the decals away from cribs and out of reach of young children to prevent choking hazard.

3 Create your Scene by placing the Wall Decals

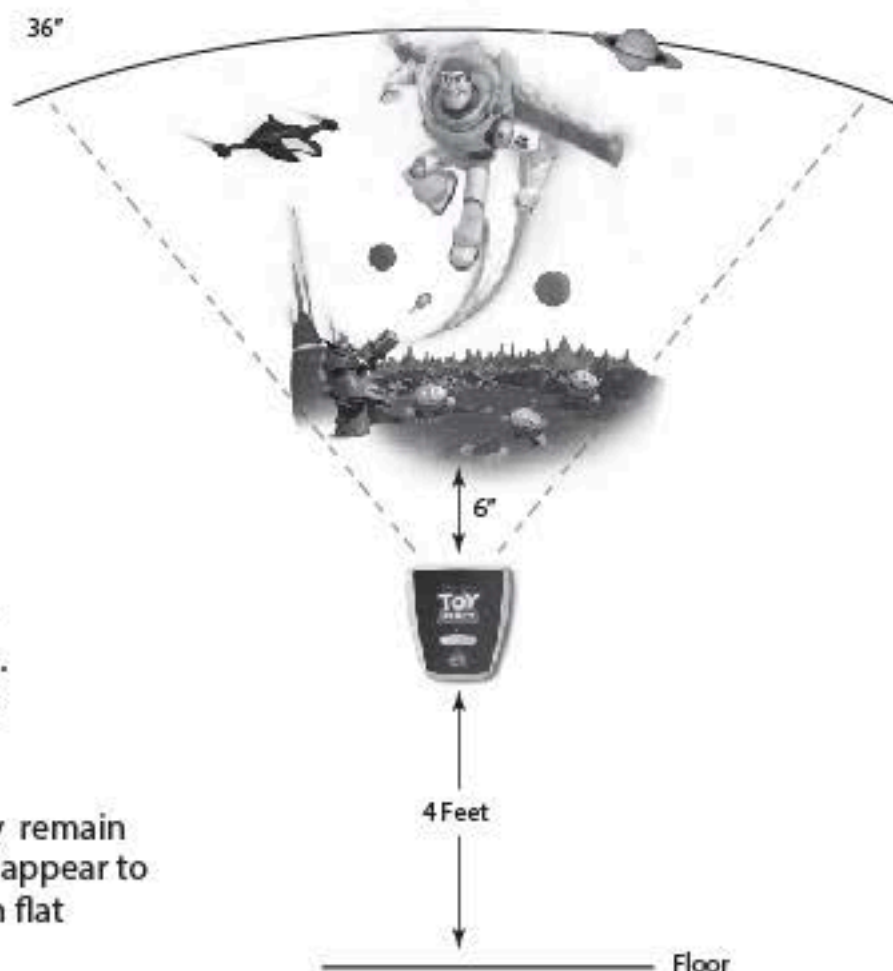
To apply each decal, carefully peel it from the sheet. Then, place and smooth the decal onto your wall in the desired location. To remove or reposition each decal, just carefully peel it from the wall. Follow the suggested scene layout or create your own scene. For the best illumination of the scene, apply the decals within the general area shown in the "Scene Set-Up."

On textured walls, periodically check the decals to make sure they remain flat against the surface. Gently smooth any parts of the decal that appear to be lifting off the surface. Repeat as needed until the decals remain flat against the surface.

Wallscape FX Activator™



Scene Set-Up



KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE — DO NOT DISCARD

Questions? Visit unclemilton.com



This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose them in your household waste bin.



WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.
Adult assembly required.

FOR BEST ILLUMINATION, USE IN A DARKENED ROOM.

SCENE ACTIVATION

MODE 1 – LIGHT & SOUND

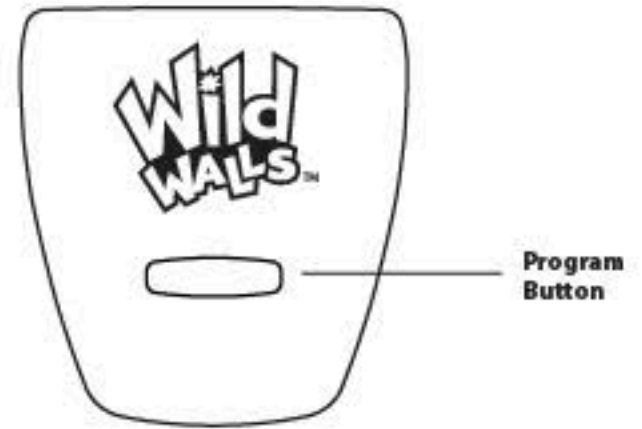
- Press the program button once to activate. This will enable full light and sound special effects.
- Make sure the function switch on the back of the Activator is set to "PLAY."
- Auto shut-off of the sound will occur after approximately 5 minutes and auto shut-off of the light will occur after approximately 10 minutes.

MODE 2 – LIGHT ONLY

- Press the program button again to activate just the light effects.
- Auto shut-off will occur after approximately 20 minutes.

MANUAL SHUT-OFF

To manually turn off the Wallscape FX Activator, press and hold down the program button for approximately two seconds until the Activator turns off.



BATTERY REPLACEMENT

Tool required - Small Phillips head screwdriver
Requires 3 AA/LR6 alkaline batteries.

1. Using a Phillips head screwdriver, remove the battery cover.
2. Insert 3 AA/LR6 alkaline batteries as indicated in the battery compartment and replace cover.
3. **IMPORTANT!** Switch the Wallscape FX Activator to the PLAY position before hanging on the wall.



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 an experienced radio/TV technician for help.

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.

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.

Uncle Milton

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