



### **1. Product Name**

Karate Dragon

### **2. Product Code**

21147

### **3. Colour**

Red and yellow

### **4. Brief Description**

Fun and fabulously multi-textured. Activate your switch to make his mouth and arms move, to activate a random fun phrase and to make his nostrils light up.

### **5. Contents**

- 1 x dragon with jack socket attached

**Please note:** this product requires (but does not include) 3 “AA” batteries and a switch

## **6. Snoezelen® Stimulations**

- Sight
- Sound
- Touch

## **7. Best Use**

- Use with a switch on a flat surface.

## **8. Compatible ROMPA® Products**

We offer a wide range of switches suitable for a wide variety of needs. Please refer to [www.rompa.com](http://www.rompa.com) for our switching products.

## **9. Starting Up**

- Open Velcro at the base to expose battery compartment. Remove the screw to open the battery compartment door. Install 3 AA batteries.
- Connect a switch.
- Turn the switch on the battery compartment to the “on” position.
- Activate your switch (or press his foot)

## **10. Detailed Description**

Fun and fabulously multi-textured. Activate your switch to make his mouth and arms move, to activate a random fun phrase and to make his nostrils light up. Requires 3 AA batteries and a switch (to be purchased separately). With long fibres – not suitable for those who mouth. He has ten phrases when he is activated (76 seconds of speech). Karate Dragon will cycle through his animation completely before he can be activated again.

## **11. Safety**

- Remove all tags and their attachments before use.
- Not suitable for those who mouth. This product is made with fur - do not place in the mouth as the fibres should never be swallowed.
- Please carry out appropriate risk assessments before providing this product to the end user to minimize risk and ensure end user's safety.

## **12. Technical Specification**

Size: 25 x 25 x 25cm

## **13. Installation**

- Place on a flat, indoor, stable surface, away from obstacles.

## **14. Care and Maintenance**

- Do not immerse in water.
- Remove batteries when not in use for long periods of time.
- Surface washable only.
- Inspect item regularly for wear and tear.

## **15. Troubleshooting**

- Karate Dragon needs to cycle through his list of phrases before he can be activated again.
- If switches will not fit in socket, a jack adapter may be required.
- The switch on the battery compartment must be in the “on” position.
- Make sure the jack plug of your switch is firmly pushed into the jack socket of the dragon.

Further copies of these instructions can be downloaded at [www.rompa.com](http://www.rompa.com)

We hope you find our instructions invaluable. If you have any suggestions for improving them further your comments will be greatly received – please contact us at [producthelp@rompa.com](mailto:producthelp@rompa.com)