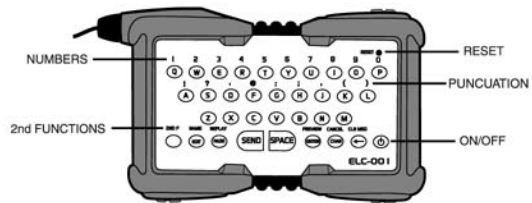
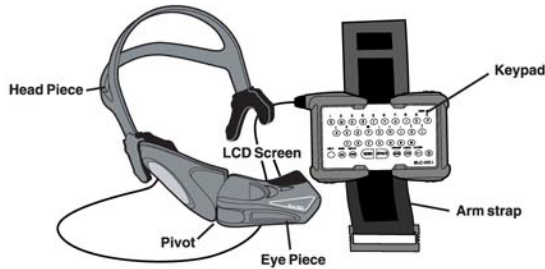


Eye-Link COMMUNICATORS™

SILENTLY COMMUNICATE UP TO 200 FEET AWAY!

Ages 6 and Up
70058

Key Pad Description



Eye-Link Communicators are the cutting edge of spy technology. To get the best performance from your Spy Gear, we suggest you study these instructions carefully, and hold on to them for reference.

Eye-Link Communicators are the ultimate in high-tech communication for any spy!
 • Secretly send and receive text messages up to 200 feet (61m) away!
 • Send messages to an unlimited number of communicators.
 • Send messages on private channels.
 • Identify your messages with your own screen ID.
 • Just type your message on the **Keypad** and press **<SEND>**. Then wait for your fellow agent to respond!

A Note About These Instructions

Some steps in these instructions will require you to press buttons on the **Keypad**. When you are required to press a button, it will be identified by bold type and the **< >** symbol. For example, **<SEND>**.
 When a second function of the key is required, it will be identified with the name that is printed on the key. For example, to access the **Preview** function, press **<2ND F>** **<ENTER>**.
 When the instructions refer to a word displayed on the **LCD Screen** they are identified in **italics**.

QUICK START GUIDE

How to Quickly Send and Receive a Message

- Put on the **Head Piece** and align **Eye Piece** so you can see the LCD screen with your right eye.
- Agree with the other agents who will send the first message.
- Turn on the communicator by pressing any key.
- Type your message using the **Keypad**. You can send up to 22 characters at once, including spaces.
- Press **<SEND>**.
- WAIT** for your fellow agent to respond.
- When you are receiving a message, the red light in your eyepiece will flash, and the message will scroll across the **LCD screen**.

Step 3: Equip Yourself!

- Strap the **Keypad** to your arm. Feed the **Strap** through the buckle until it feels comfortable, and hold it in place by attaching the Velcro®.
- Place the **Head Piece** around the back of your head with the **Eye Piece** in front of your right eye (FIG 4).
- Pull the **Eye Piece** outwards and rotate it at the **Pivot** until you can clearly see the **LCD Screen**.
- If the eyepiece is aligned correctly, the LCD screen should appear to "float" in space when you glance to the right.



FIG 2

Step 4: Power Up Your Communicator

Turn on the communicator by pressing the **<POWER ON>** key. The **Eye Piece** will light up, and **READY** will scroll through the **LCD Screen** (FIG 5).



FIG 3



FIG 4



FIG 5

IMPORTANT: If your communicator does not respond:

- Check that the batteries are fresh and are inserted correctly.
- Use the end of a pen or screwdriver to press the **RESET** Button.
- Press the **<POWER ON>** key.

Step 5: Set Your Screen ID

You can choose to identify your messages with a unique screen ID.

- Press **2ND F** **<EDIT>**. The LCD Screen will display **NAME**.
- Enter a two-digit identifying code (try your initials).
- Press **<ENTER>**.

Now all of your messages will begin with your Screen ID.

To remove your Screen ID

- Press **2ND F** **<EDIT>**.
- Press **<←>** to clear your Screen ID.
- Press **<ENTER>**.

Step 6: Choose a Channel

Eye-Link Communicators transmit text messages on **ten** different channels. **Channel 0** is the public channel. When the communicator is switched on, it is automatically set to **Channel 0**.

If you want to send a private message to only one or two other agents, you can specify a particular channel to transmit on. Only communicators set to that channel will be able to receive your message. Moving to another channel is similar to moving to a private chat room on the Internet.

- Press **<CHAN>**.
- The LCD Screen will display **CHAN:0**
- Enter the number of the channel (1 to 9) you would like to change to. (Press **<2ND F>** then the correct key).
- Press **<ENTER>**.

Now only communicators set on the same channel as your communicator will receive your messages. You will still receive messages sent on **Channel 0**.

Step 7: Send Your Message!

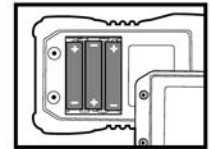
- Use the **Keypad** to type your message. You can send up to 22 characters (including spaces) at one time.
- To immediately send the message press **<SEND>**.
- WAIT** 15 seconds before sending your next message.
- The **Eye-Link Communicator** stores the last sent message.
 - To store your message without sending it press **<ENTER>**.
 - To look at the stored message press **<2ND F>** **<ENTER>**.
 - To edit the stored message press **<EDIT>**, then press **<←>**.
 - To send the stored message press **<SEND>**.

How to Control your Eye-Link Communicator

- The **Keypad** acts just like a computer keyboard, allowing you to write text messages and control the Eye-Link Communicator.
- Each button on the Keypad (apart from the **POWER Button**) has two functions. The main function is printed on the key. The second function is printed just above the key.
- Just like a computer keyboard uses the "Shift" key to access second functions, the Eye-Link Communicator uses the **2ND F** key.
- For example, to enter the **?** character into your text message, press **2ND F**. An **↑** will appear in the LCD Screen. Then press the **<S>** key.

Battery Safety Information

- Requires six (6X1.5V) AAA (LR03) batteries (not included).
- Only adults should install and replace batteries.
- Do not recharge non-rechargeable batteries.
- Do not use rechargeable batteries.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- Do not place anything across the battery terminals.
- Only use the batteries specified above.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not dispose batteries in a fire; they may explode.
- Dispose of batteries safely



(FIG 1)

Step 1: Attention Adults -- Install Batteries

- Each Eye-Link Communicator requires three (3) AAA batteries (not included).
- Locate the battery compartment on the rear of the **Keypad**. Use a small Phillips head screwdriver to loosen the screws, and remove the battery cover.
- Remove exhausted batteries.
- Place new batteries in compartment as shown (FIG 1).
- Replace battery cover and tighten screws
- Repeat for the other Communicator.

Step 2: Assemble Each Eye-Link Communicator

- Line up the two holes in the rear of the **Eye Piece** with the two pegs on the right side of the **Head Piece** (FIG 2). Snap the **Eye Piece** into place.
- Insert the **Arm Strap** through the strap holder on the base of the **Keypad**.
- Make sure that the Velcro® part of the strap faces the base of the keypad (FIG 3).
- Repeat for the other Communicator.

Step 8: Receiving a Message

- The red light on your **Eye Piece** will flash when you receive a message.
 - The message will automatically scroll across the **LCD Screen**.
- The **Eye-Link Communicator** stores the last received message. If you receive a message (the red light flashes) while you are typing:
- Continue to send your message as above.
 - Press **<2ND F>** **<PAUSE>**.
 - The last message received will scroll across the LCD Screen.

Step 9: Power Down

- If the communicator is not used for 5 minutes, it will go into **Sleep Mode**. Press any key to wake it.
- The last sent and received messages, channel and screen ID will remain in memory.
- Pressing the **<POWER ON>** key turns off the communicator. The last sent and received messages will be deleted, the channel will be set to 0 and the screen ID will be deleted.

Quick Function Guide

<2ND F>	Allows you to access the second function of any key.
<EDIT>	Allows you to edit a stored message before it is sent.
<PAUSE>	Pauses and resumes a scrolling message.
<SEND>	Transmits your message to other communicators.
<ENTER>	Stores a message into memory.
<CHAN>	Allows you to change your transmitting channel.
<←>	The backspace key. Deletes the last character in a message.
<POWER ON>	Turns the communicator on or off.
<NAME>	(<2ND F> <EDIT>) Allows you to set a unique screen ID.
<REPLAY>	(<2ND F> <PAUSE>) Replays the last message received.
<PREVIEW>	(<2ND F> <ENTER>) Displays the stored message before it is sent.
<CANCEL>	(<2ND F> <CHAN>) Cancels the current function.
<CLG MSG>	(<2ND F> <←>) Similar to the backspace key, but deletes the entire message instead of one character

Frequently Asked Questions

- Help! My communicator is frozen!**
 Don't worry! Use the end of a pen or screwdriver to press the **<RESET>** button.
- Help! When I turn on my Eye-Link Communicator, there is a black line on the LCD Screen!**
 Don't worry! That is part of the normal operation of the screen and disappears in a few seconds.
- Help! I can't send a message!**
 Don't worry! The Eye-Link Communicator requires fifteen seconds to process a message. Wait, then try again.
- Help! I know an agent sent a message, but I couldn't read it.**
 Don't worry! Press (**<2ND F>** **<PAUSE>**) to replay the last message received.

WARNING : Changes or modifications to this toy that are not expressly approved by Wild Planet Toys, Inc. could void the user's authority to operate the toy.

FCC ID:EYELINKC070058
 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. 2) this device must accept any interference received, including interference that may cause undesired operation.



EYELINK COMMUNICATORS PN70058-4000PR G1 6/19/03
 IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT
 1-800-247-6570
 WWW.WILDPLANET.COM
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