

# ROM™

## THE SPACE KNIGHT

Ages 6 and up

Rules © 1979 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

### EQUIPMENT

1 ROM™ Action Figure • 1 Power Cord • 3 plastic Accessories consisting of: 1 Translator, 1 Neutralizer and 1 Energy Analyzer.

### TECHNICAL INFORMATION ABOUT ROM™. BEFORE OPERATING, PLEASE READ THIS SECTION CAREFULLY.

#### PROPER CARE

The electronic brain in ROM™ is made of many delicate parts. Therefore:

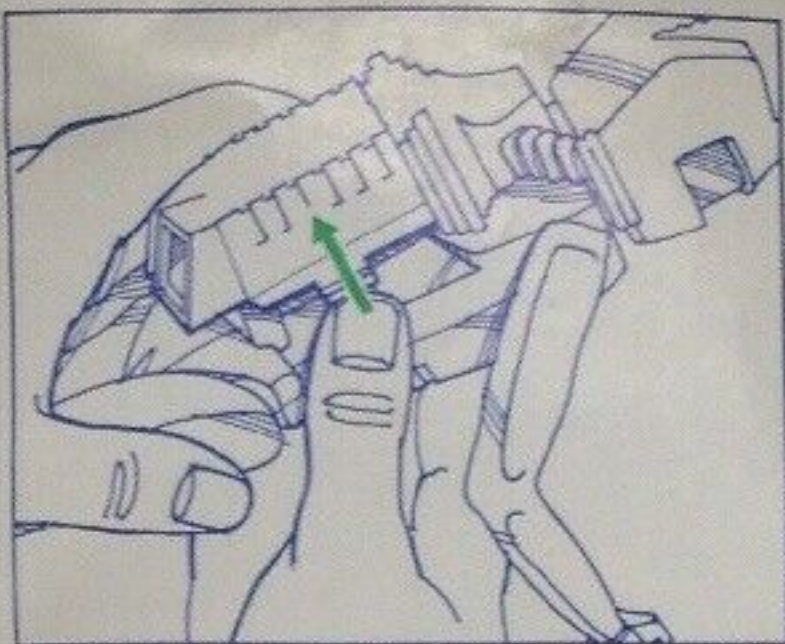
- Never take ROM apart.
- Don't drop or jolt ROM.
- Take care not to get ROM wet.

#### BATTERY

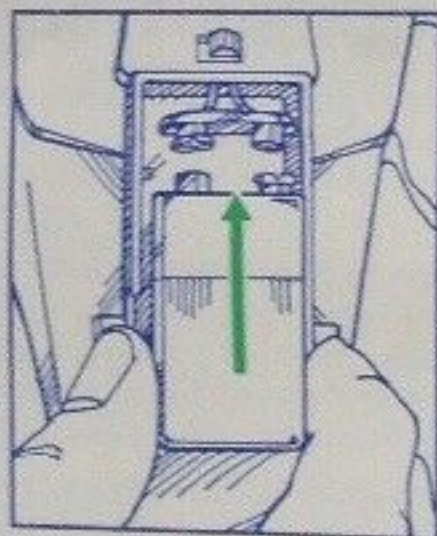
ROM is completely portable when powered by a 9-volt battery. We strongly recommend that you use only an **ALKALINE BATTERY**; it will work much better than a regular carbon battery.

### BATTERY INSTALLATION

- The rocket pack on ROM also serves as his battery cover.
- To remove the cover, first loosen one tab with your thumb, then loosen the other. Now lift the cover straight up and off.



- Install the battery (+ and -) exactly as shown in the accompanying diagram. If you don't, you may damage ROM permanently. Also make sure to place the battery so it covers all the wires. And make sure that each battery clip is securely fastened.



- To replace the cover, align it gently atop the compartment. Then snap the cover into place.

### BATTERY CARE

To extend the life of the battery, always remove it when storing ROM for long periods of time. To prevent battery leakage—and consequent damage to ROM—*immediately* remove any battery you suspect to be defective.

### BATTERY REPLACEMENT

All batteries must eventually be replaced. Therefore, if you ever find that ROM is not working properly, you probably need a new battery. If, however, any problems should occur with a new battery, check to make sure you've installed it correctly.

### ON/OFF SWITCH

To turn ROM™ on, slide his On/Off switch to the right (Figure 1). Once all his feature lights flash on for a moment, ROM will awaken—with lighted eyes and chest, and a pulsing energy sound.

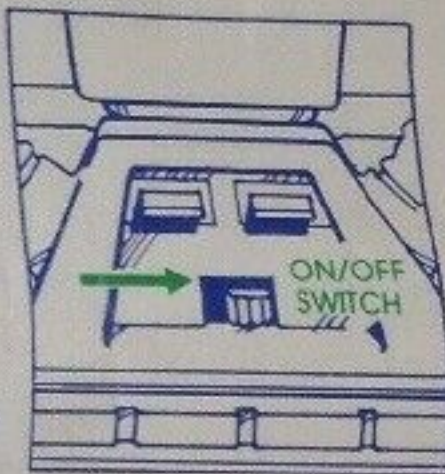


Figure 1

### COMMAND BUTTONS

You control the power of ROM by means of his two Command Buttons (Figure 2). Once ROM is turned on, use the left button to program the feature or accessory you want, then use the right button to activate it.

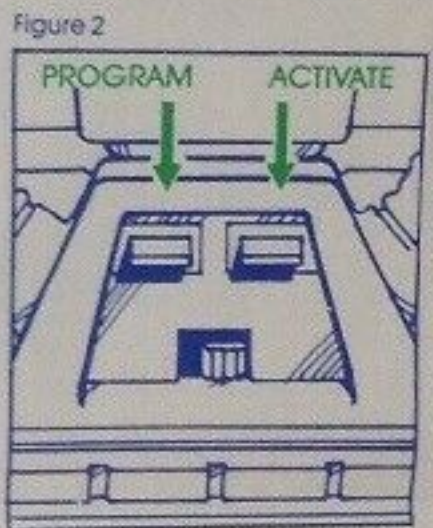


Figure 2