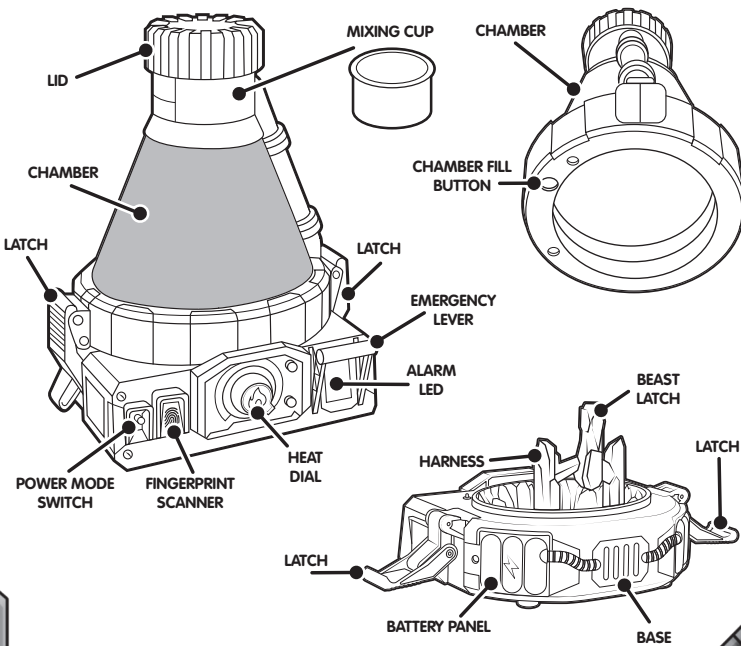


BEAST CREATOR



IMPORTANT INFORMATION FOR PARENTS/SUPERVISORS

This product produces mist which will have a significant fog-like effect. It creates a mild odor as the material is heated to produce the mist. Please be assured it has been extensively tested and has been assessed by multiple independent, certified child-safety specialists ensuring there are no potential health and safety risks.

To generate the mist effect we have used Vegetable Glycerin which is safe for human consumption. It does not contain any animal by-products or hazardous chemical additives.

If you have concerns regarding this feature or if your child suffers from respiratory issues, please scan the QR code for further information before activating the toy.

WARNING! Experiments can get messy. Place your BEAST CREATOR on a baking tray for easy clean up.

Scan for more information:



PARENTAL CONSENT REQUIRED BEFORE GOING ONLINE AND VIEWING ONLINE CONTENT.

BATTERY REPLACEMENT

6x AA 1.5V

BATTERIES NOT INCLUDED. Works best with fresh batteries. Beast Creator requires 6x AA Alkaline batteries. Refer to Battery Information sheet.

SCAN FOR A VIDEO ON HOW TO REPLACE THE BATTERIES IN YOUR CHAMBER AND BEAST:



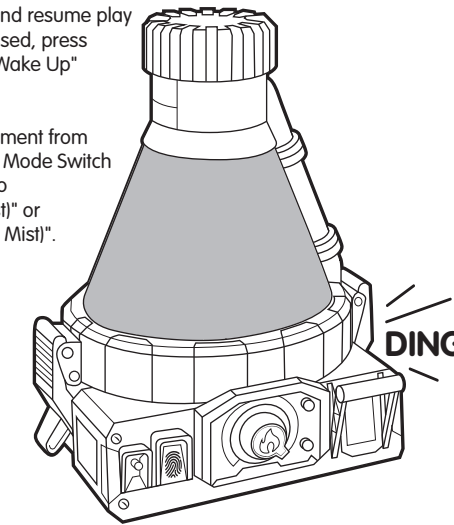
PARENTAL CONSENT REQUIRED BEFORE GOING ONLINE AND VIEWING ONLINE CONTENT.

SLEEP MODE

If you don't interact with Beast Creator, the "ding" notifications will become less frequent, and the Beast Creator will enter Sleep Mode after 5 minutes of inactivity.

To reactivate functions and resume play from where last progressed, press Fingerprint Scanner to "Wake Up" Beast Creator.

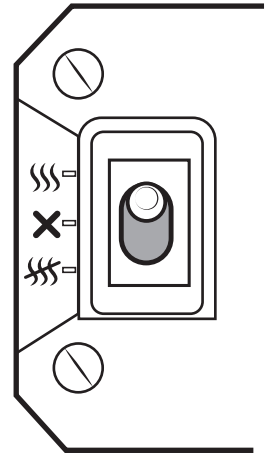
To reset and start experiment from beginning, move Power Mode Switch to Off Mode then back to "Creation Mode (Bio Mist)" or "Free Play Mode (No Bio Mist)".



POWER MODES

CREATION MODE: Allows you to create your Beast. Select this mode if you want to create your Beast again, with a Bio Mist Reveal.

CREATION MODE
MIST
POWER OFF
FREE PLAY MODE
NO MIST

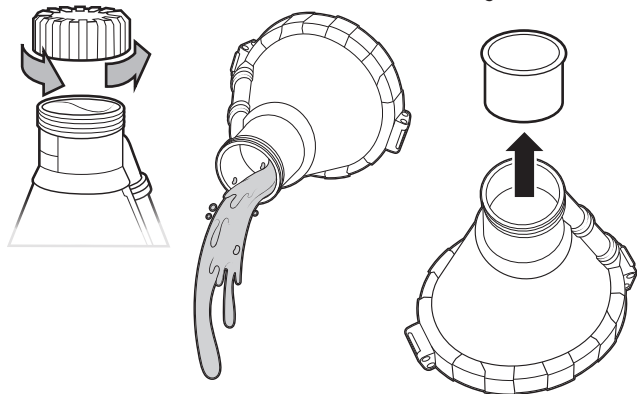


RESET YOUR CHAMBER

After your experiment is complete, empty all liquid and ingredient mixture from the Mixing Cup.

EMPTY MIXTURE: Unscrew Lid and pour out liquid ingredient mixture.

CLEANING MIXING CUP: Internal Mixing Cup can be removed from Chamber for thorough washing. Place Mixing Cup back in Chamber after cleaning.



RESET YOUR CHAMBER

SCAN FOR A VIDEO ON HOW TO RESET THE CHAMBER:



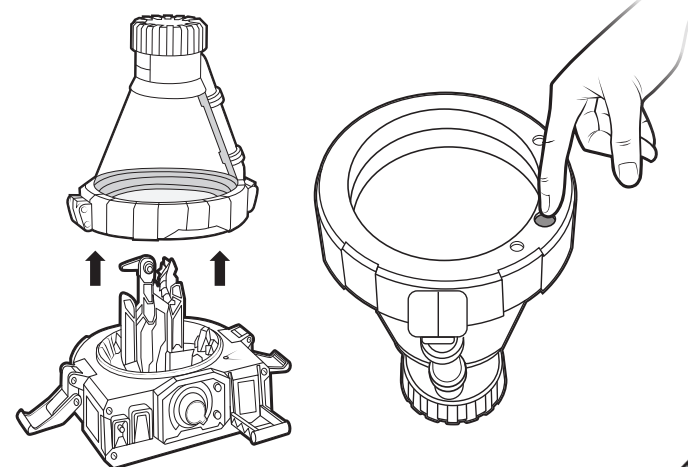
PARENTAL CONSENT REQUIRED BEFORE GOING ONLINE AND VIEWING ONLINE CONTENT.

RESET YOUR CHAMBER

BEFORE RESETTNG YOUR CHAMBER, MAKE SURE YOU EMPTY ALL LIQUID FROM MIXING CUP

Refill Chamber Internal Liquid:

Remove Chamber from Base and flip upside down. Locate Chamber Fill Button and while keeping Chamber upside down, hold Refill Button down until the Chamber Internal Liquid drains into internal walls. Hold until completely filled, then release.

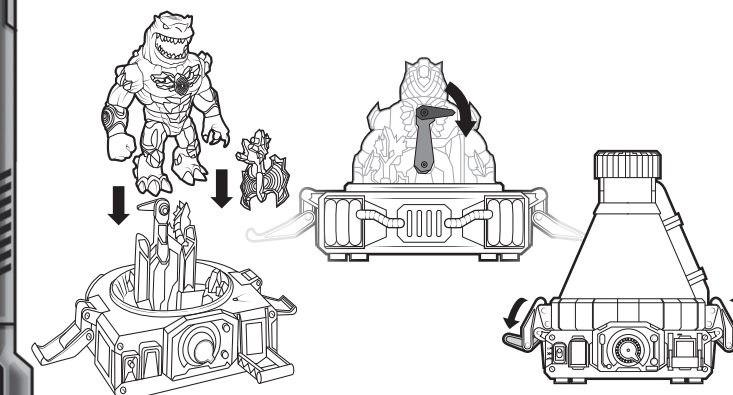


RESET YOUR BEAST

RESETTNG YOUR BEAST

Place Beast and Weapon Inside Chamber:

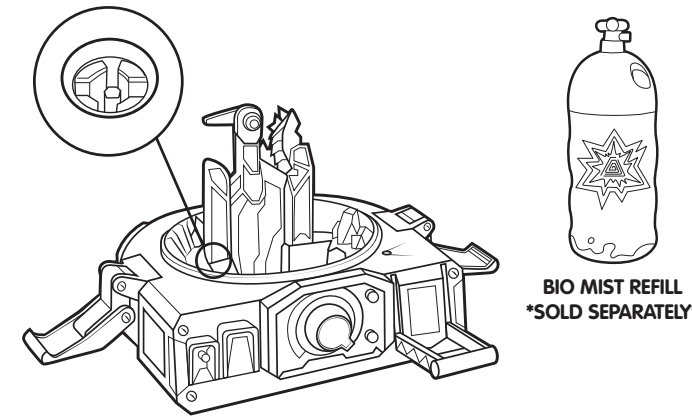
- Remove Weapon from Beast.
- Place Beast into Chamber.
- Rotate Beast Latch 90 Degrees Counter-Clockwise.
- Align Beast Port to Beast Latch and insert post, then turn Beast Latch back to the locking position.
- Place Weapon onto Harness post.
- Place filled Chamber onto Base and lock Latches.



BIO MIST REFILL

After using your Beast Creator multiple times, the Bio Mist effect will be reduced. You can create more Bio Mist by purchasing a Refill Pack. Sold Separately.

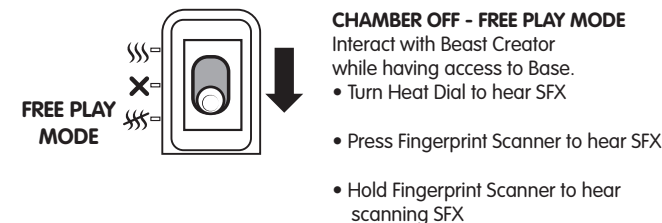
1. Remove Chamber from Base.
2. Unscrew lid of Bio Mist Refill and locate the cross-shaped hole in the Base.
3. Place the end of Bio Mist Refill in the hole until it stops and firmly squeeze Bio Mist Refill with a pumping action to empty bottle.



FREE PLAY MODE 1

YOU CAN MAKE YOUR OWN UNIQUE EXPERIMENTS (WITHOUT MIST) BY PLAYING IN FREE PLAY MODE.

When in "Free Play Mode" the Beast Creator will be able to play lights and sounds at your control. There are two ways to play in "Free Play Mode".



CHAMBER OFF - FREE PLAY MODE

Interact with Beast Creator while having access to Base.

- Turn Heat Dial to hear SFX

- Press Fingerprint Scanner to hear SFX

- Hold Fingerprint Scanner to hear scanning SFX

FREE PLAY MODE 2

YOU CAN MAKE YOUR OWN UNIQUE EXPERIMENTS (WITHOUT MIST) BY PLAYING IN FREE PLAY MODE.



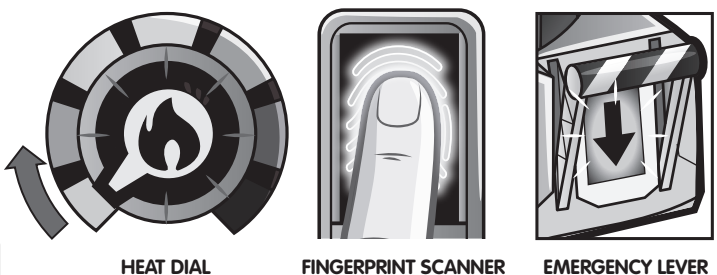
CHAMBER ON - FREE PLAY MODE

Replay Creation Mode at your own pace or create your own unique experiments

- Turn Heat Dial to turn heat up

- Press Fingerprint Scanner to activate ingredient sounds

- Turn Heat Dial to final position then press Fingerprint Scanner to activate alarm, pull down on Emergency Lever to drain the liquid.



TROUBLESHOOTING

PLAYSET:

- **BEAST CREATOR IS SHUTTING DOWN MID PLAY**
- Beast Creator batteries may be low or empty and not allow full function; try replacing batteries. To replace, ensure the Power Mode Switch is in the "Off" position. Remove both back battery panels with a screwdriver and replace with 6x AA (alkaline) new batteries.
- **I DON'T WANT BIO MIST EMITTING FROM THE BEAST CREATOR**
- You can play with Beast Creator in a "Free Play Mode". Place Power Mode Switch into down position to power on unit and play without Bio Mist.
- **BEAST CREATOR NO LONGER PRODUCES BIO MIST**
- Mist may not be working properly due to the following reasons:
 1. Beast Creator may have an out of Bio Mist Liquid. You can create more mist by refilling the Beast Creator with the Bio Mist Refill (see "Bio Mist Refill" section of the manual).
 2. Beast Creator may be in the incorrect mode. Check to make sure that the Power Mode Switch is in the up position (Creation Mode).
 3. Batteries may be low. Low battery may not allow full function; replace with 6x AA (alkaline) batteries.
- **BEAST CREATOR IS PLAYING ERROR SOUNDS AND WILL NOT LET ME PROGRESS EXPERIMENT**
- While playing in the "Creation Mode" (Power Mode Switch in up position), the unit will require you to follow steps in a specific order. The unit will play an error sound and not allow you to progress until Heat Dial / Chamber are in the correct positions. Check the following:
 1. If error sound is playing and Heat Dial is flashing – Heat Dial is in the incorrect position; adjust Heat Dial until error sound stops playing. Heat Dial is now in the correct position.
 2. If error sound is playing and Chamber is flashing – Chamber is not placed properly onto Base. Lift Chamber and place back on Base; flip locking Latches to secure Chamber to Base.
- **CHAMBER IS NOT DRAINING**
- Chamber draining function may not be working due to the following reasons:
 1. Heat Dial Position – Emergency Lever will not work unless Heat Dial is in the final turned position. Follow these steps to activate draining properly:
 - Ensure Emergency Lever is in the up position.
 - Turn Heat Dial to final position (full clockwise turn).
 - Now flip Emergency Lever to down position to drain.
 2. Chamber not clamped down – If Chamber is not securely attached to Base, the draining function may not be able to be activated. Try placing Chamber back onto Base and lock securely with the Latches.

TROUBLESHOOTING

- **WHEN I PLACE THE CHAMBER ONTO THE BASE, IT DRAINS THE LIQUID**
- Check to make sure that the Emergency Lever is in the up position. If Emergency Lever is in the down position when the Chamber is placed onto Base, it will engage in draining function.
- **CHAMBER WON'T REFILL**
- When the Chamber liquid is drained, it can be refilled for repeat play. Follow instructions in "Reset Your Chamber" section of manual.
- If holding refill button while Chamber is held upside down is not working, try to clear bubbles to allow for fluid to flow. To clear bubbles: while pressing and holding Chamber Fill Button, lay Chamber on its side (side tube down), then turn upright again (clears bubbles), release Chamber Fill Button.
- **BEAST CREATOR INDICATORS ARE NOT MATCHING THE INSTRUCTION MANUAL**
- Check Power Mode Switch position to ensure it is in the "Creation Mode" (up position). Instructions go through the steps and process to play through the "Creation Mode". For instructions how to play without Bio Mist, see "Free Play" section of instruction manual.
- **I HAVE USED ALL MY INGREDIENTS AND NOTHING HAS HAPPENED**
- Please follow the instructions for when each ingredient should be added.
- Only use 1 ingredient for each step. The Beast Creator is supplied with enough ingredients for a single "Creation Mode" play session.
- You can still complete the reveal process by following the steps of pressing Fingerprint Scanner and turning Heat Dial as indicated in manual.
- **BEAST CREATOR EMITS AN ODOR AND THERE'S LITTLE BIO MIST GENERATED (IN "CREATION MODE")**
- Bio Mist Liquid may have run out:
 1. Switch to "Free Play Mode" to avoid running the unit without sufficient Bio Mist liquid.
 2. See "Bio Mist Refill" section of manual.
- **CLEANING INSTRUCTIONS**
- Mixing Cup – you can properly clean the Mixing Cup by removing it from the Chamber. Once removed, it can be cleaned with soap and water.
- Chamber Cleaning – after play the Chamber may form a residue on the inner surface. Remove Chamber from Base and clean with a damp cloth or paper towel. Do not clean in dishwasher.

TROUBLESHOOTING

SCAN FOR A BEAST CREATOR TROUBLESHOOTING VIDEO:



PARENTAL CONSENT REQUIRED BEFORE GOING ONLINE AND VIEWING ONLINE CONTENT.

WARNING:
CHOKING HAZARD – Small parts.
Not for children under 3 years.

PRINTER TO REPLACE WITH FSC LOGO



www.beastlab.com

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REFER TO INSTRUCTION MANUAL 1 FIRST

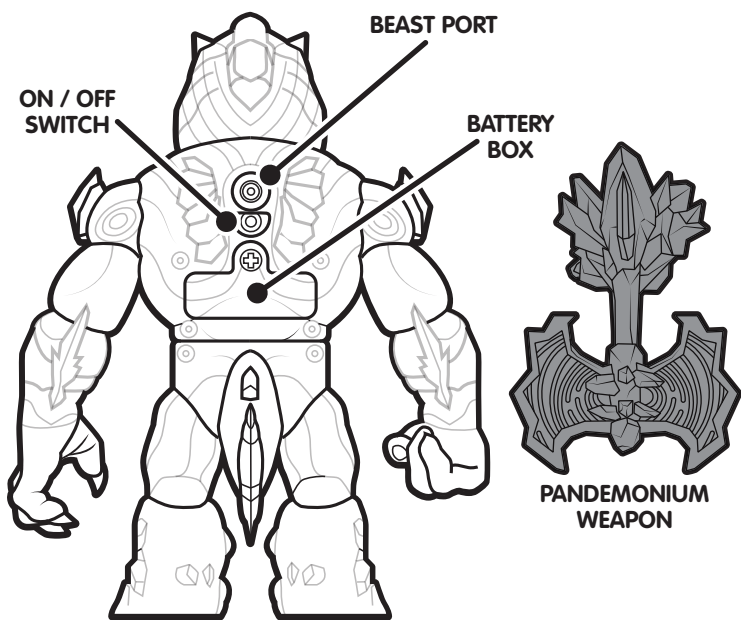
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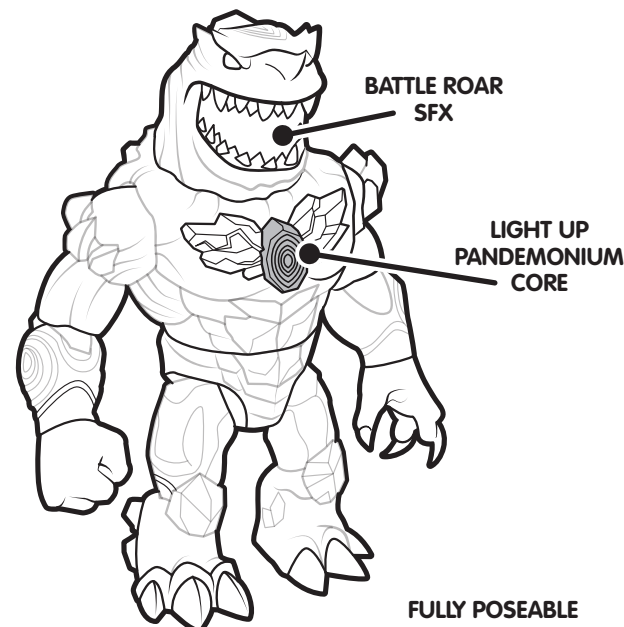
INSTRUCTION MANUAL 2

FOR USE WITH THE BEAST CREATOR.

GET TO KNOW YOUR BEAST



YOUR BEAST



FULLY POSEABLE

HOW TO PLAY

SCAN FOR A VIDEO ON HOW TO PLAY WITH YOUR BEAST:



PARENTAL CONSENT REQUIRED BEFORE GOING ONLINE AND VIEWING ONLINE CONTENT.

ELEMENTAL BIO LINKING

Your Beast has different elemental powers. Once removed from the Base, your Beast will roar and its Pandemonium Core will pulse green.

Press Pandemonium Core to activate an element.



ELEMENTS

WHITE LIGHT: ICE

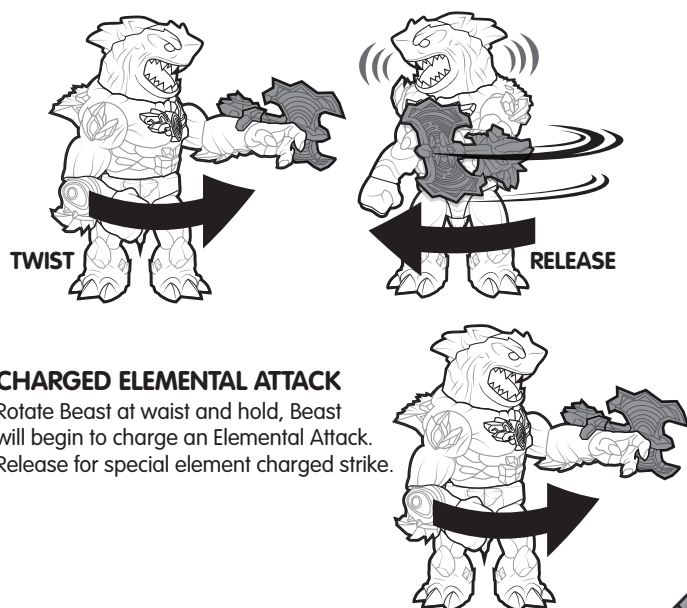
ORANGE LIGHT: FIRE

BLUE LIGHT: ELECTRICITY

GREEN LIGHT: EARTH

POWER STRIKE ATTACK

Rotate Beast at waist and release for Power Strike Attack

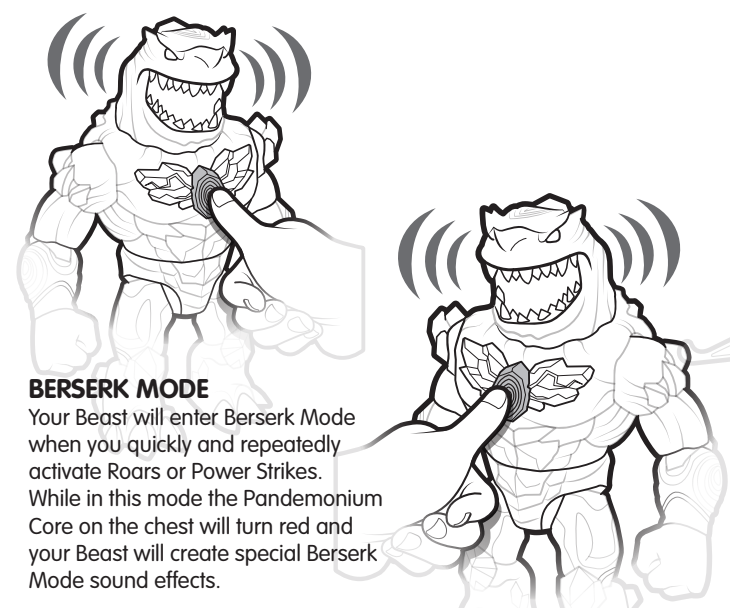


CHARGED ELEMENTAL ATTACK

Rotate Beast at waist and hold, Beast will begin to charge an Elemental Attack. Release for special element charged strike.

ROARING

PRESS PANDEMONIUM CORE TO ACTIVATE ROAR SFX

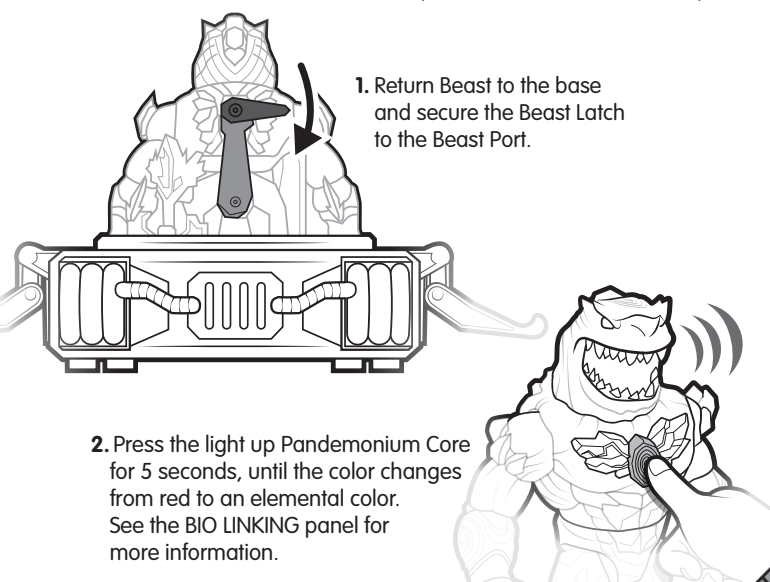


BERSERK MODE

Your Beast will enter Berserk Mode when you quickly and repeatedly activate Roars or Power Strikes. While in this mode the Pandemonium Core on the chest will turn red and your Beast will create special Berserk Mode sound effects.

CALMING YOUR BEAST

Once your Beast has entered Berserk Mode it will remain in this state until it has calmed down. You can calm your Beast in two different ways.



1. Return Beast to the base and secure the Beast Latch to the Beast Port.

2. Press the light up Pandemonium Core for 5 seconds, until the color changes from red to an elemental color. See the BIO LINKING panel for more information.

BEAST BATTERY REPLACEMENT

3x AG13 (LR44)

BATTERIES INCLUDED. REPLACEMENT BATTERIES NOT INCLUDED, works best with fresh batteries.

Replace with 3x AG13 (LR44) batteries.

Alkaline batteries recommended. Cross head screwdriver (not included) needed to replace batteries.

- Batteries should be replaced by an adult and inserted observing correct polarity.
- Always check to ensure the compartment lid is correctly sealed and secured before giving the toy to the child.
- 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.
- Remove exhausted batteries from product.
- The supply terminals are not to be short-circuited.
- Remove batteries from product before long-term storage.
- Batteries should be recycled or disposed of as per state and local guidelines.
- Do not dispose of batteries in fire.
- Different types of batteries or new and used batteries are not to be mixed.

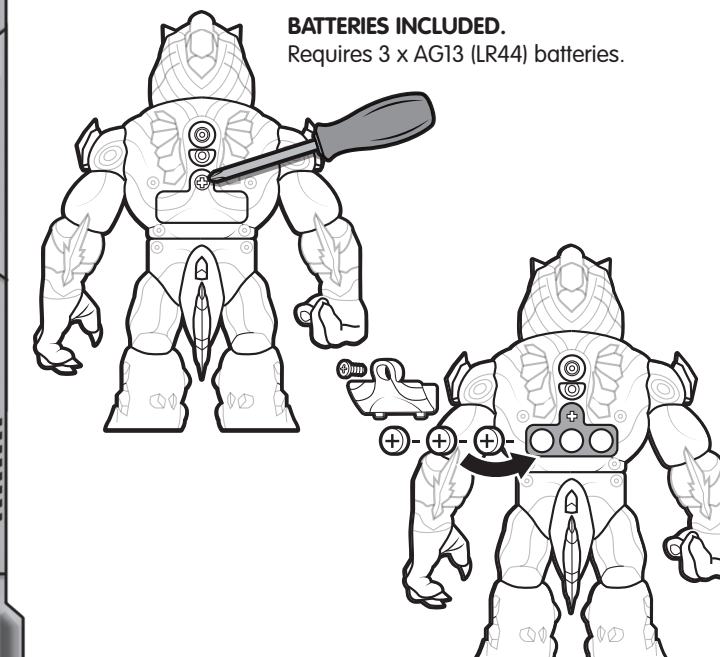
Help the environment by disposing of your product and batteries responsibly. The wheellie bin symbol indicates that the product and batteries must not be disposed of in the domestic waste, as they contain substances which can be damaging to the environment and health. Please use designated collection points or recycling facilities when disposing of the item or batteries. More information can be found on: <http://www.recycle-more.co.uk> | www.recyclenow.com

WARNING This product contains a Button Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body seek immediate medical attention.

BEAST BATTERY REPLACEMENT

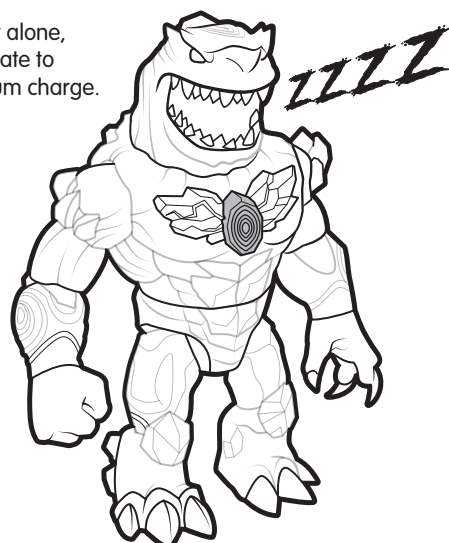
BATTERIES INCLUDED.

Requires 3 x AG13 (LR44) batteries.



SLEEP MODE

If you leave your Beast alone, it will enter a resting state to regain its Pandemonium charge.



Once in sleep mode, your Beast can be awakened by pressing its light up Pandemonium Core or by unleashing a Power Strike Attack.

TROUBLESHOOTING

SCAN FOR A BEAST TROUBLESHOOTING VIDEO:



PARENTAL CONSENT REQUIRED BEFORE GOING ONLINE AND VIEWING ONLINE CONTENT.

TROUBLESHOOTING

BEAST:

- **BEAST IS MALFUNCTIONING OR NOT TURNING ON**
 - On/Off Switch may be in the off position. Press On/Off switch once to check if it turns on. If this does not work, batteries may need to be replaced (see Battery Replacement section of manual).
- **I CANNOT REMOVE MY BEAST FROM THE BEAST CREATOR**
 - Beast may be locked onto the Harness. Ensure Beast Latch is turned counter clockwise to unlock Beast from Harness. See "Reset Your Beast" section of manual.
- **MY BEAST IS TURNING RED AND ROARING**
 - Your Beast has entered into "Berserk Mode" (see "Berserk Mode" section of manual for information on how to enter Berserk Mode). You can exit Berserk Mode by waiting approximately 30 seconds or by holding chest button down for 5 seconds (see "Calm Your Beast" section of manual).
- **MY BEAST DOES NOT MATCH IMAGES IN THE MANUAL**
 - Beast Creator Beasts come in variations, so the images shown in manual may not match the Beast you have created. All functions in instruction manual will still work for your Beast.
- **MY BEAST WON'T FIT BACK INTO THE BEAST CREATOR**
 - To place Beast back into Base, it will require you to position in a compact pose to allow Chamber to fit over Beast. Please ensure that the weapon is not attached to Beast while storing; weapon can be stored on the back of the Harness to create more space for Beast fitting (see "Reset Your Beast" section of manual).
- **MY BEAST IS POWERED ON, BUT IT WON'T MAKE POWER STRIKE OR ROAR SOUNDS**
 - When Beast powers on, it will make a roar and then its chest will pulse green. Press chest to imbue your power to beast. Chest will now turn a solid color and all power strikes and roars will be activated.
- **I WANT TO PLAY WITH MY BEAST WITHOUT LIGHTS AND SOUNDS**
 - Press the On/Off Switch on back of Beast once to turn into off mode and stop all electronic function of Beast.

FCC STATEMENT

FCC STATEMENT

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 UNDESIRABLE OPERATION.

CAUTION: CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE PARTY RESPONSIBLE FOR COMPLIANCE COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT. 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.

CAN ICES-003 (B) / NMB-003 (B)

WARNINGS

WARNING: NOT SUITABLE FOR CHILDREN UNDER 3 YEARS. TOY PRODUCES A "MIST" EFFECT USING VEGETABLE GLYCERIN. DISCONTINUE USE IF IRRITATION OCCURS. NOT INTENDED TO BE INTENTIONALLY INHALED. USE IN WELL VENTILATED ROOM. ONLY USE APPROVED REFILL KITS TO REPLENISH VEGETABLE GLYCERIN. USE OF ANY OTHER MATERIALS MAY DAMAGE PRODUCT OR LEAD TO UNSAFE OPERATION. THIS TOY PRODUCES FLASHES THAT MAY TRIGGER EPILEPSY IN SENSITISED INDIVIDUALS.

CAUTION: DO NOT EAT OR DRINK ANY MATERIALS IN THIS PRODUCT. ONLY USE THE MATERIALS ACCOMPANYING THIS PRODUCT DURING PLAY. USE OF UNAPPROVED MATERIALS MAY DAMAGE PRODUCT OR LEAD TO UNSAFE OPERATION. AVOID EYE CONTACT WITH ALL MATERIALS IN THIS PRODUCT. IN CASE OF ACCIDENTAL EYE CONTACT, FLUSH EYES WITH WATER FOR 10 MINUTES. SEEK MEDICAL ATTENTION IF IRRITATION PERSISTS. USE UNDER PARENTAL SUPERVISION. DO NOT IMMERSE IN WATER. FOLLOW CLEANING INSTRUCTIONS TO AVOID DAMAGING YOUR PRODUCT. FLASK SHOULD BE EMPTIED AND CLEANED AFTER EACH PLAY SESSION. NOT DISHWASHER SAFE.

IMPORTANT: "MIST" EFFECT MAY TRIGGER PARTICLE-BASED SMOKE DETECTORS; DO NOT USE IN CLOSE PROXIMITY TO SMOKE DETECTORS. READ AND FOLLOW THE INSTRUCTIONS CAREFULLY. RETAIN PACKAGING DETAILS FOR FUTURE REFERENCE. COLORS AND CONTENTS MAY VARY. RETAIN INSTRUCTIONS FOR FUTURE REFERENCE. REMOVE ALL PACKAGING ATTACHMENTS BEFORE GIVING THIS PRODUCT TO A CHILD. CONTAINS PHENOL/ETHANOL AS A PRESERVATIVE. CONTAINS COLOR WHICH MAY STAIN SOME FABRICS AND SURFACES. USE TOY ON A PROTECTED SURFACE.

ALL NEW MATERIAL FILLING CONTENT: GEL. REG. NO. PA-16476(CN). PATENT PENDING