

FCC Statement:

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.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

 **x3** 1.5V AA/R6 size
BATTERIES REQUIRED
NOT INCLUDED

Alkaline batteries recommended.
Phillips/cross head screwdriver (not included) needed to insert batteries.

 **WARNING:**

CHOKING HAZARD-Small parts.
Not for children under 3 years.

AGES 4+
87603/87629 Asst.

Some assembly required.

STAR WARS

AT-TE™

THE CLONE WARS



Product and colors may vary.
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Not suitable for children under 3 years because of small parts - choking hazard.

P/N 6783420000

Includes unassembled vehicle, 6 "laser" barrels, 1 cannon projectile, figure, blaster, 8 wheels, and label sheet.

COLOR MATCHING
U.S. VERSION

ARTECH C M Y K

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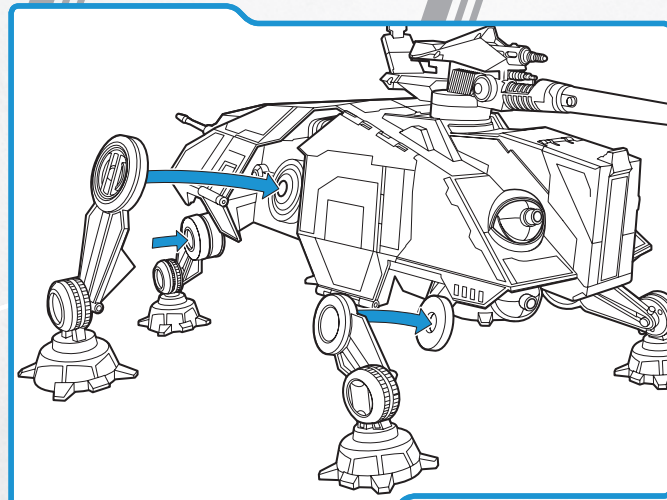
ASSEMBLY

BATTERIES

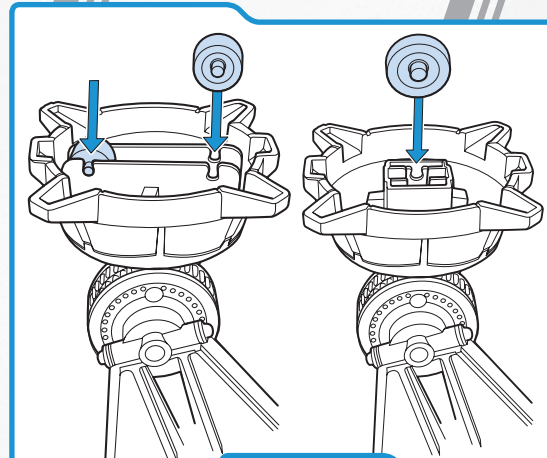
OPERATION

SWITCHES

Attach legs as shown in illustration, referencing engraved leg positions and illustration. Note: The engraved leg positions ("ML" etc.) can be found on the inside of each leg.

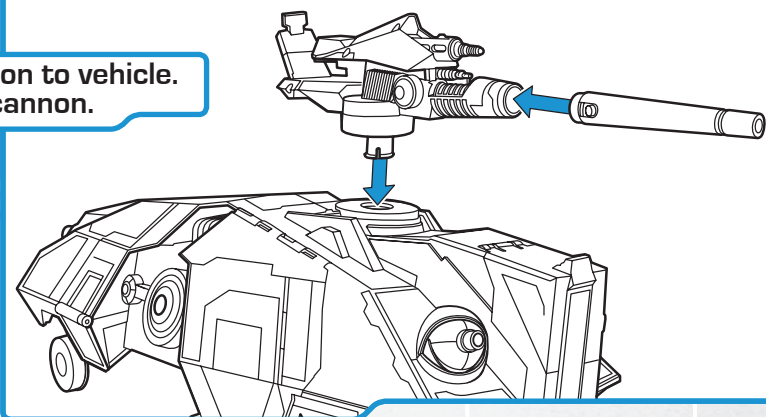


Optional: Snap wheels into undersides of feet. (If you wish to remove the wheels for display purposes, have an adult help with removal.)



Legs are articulated to pose them in different positions.

Attach main cannon to vehicle. Attach barrel to cannon.



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ASSEMBLY

BATTERIES

OPERATION

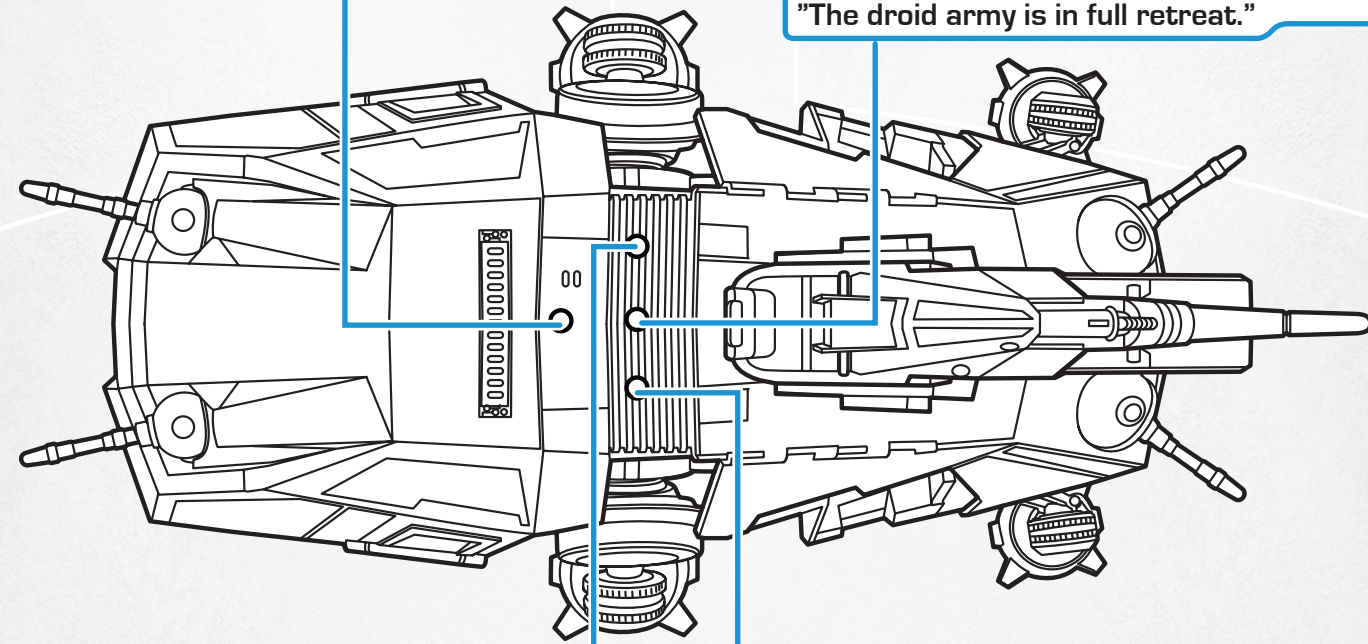
SWITCHES

Switch #6
Press to auto-deploy hatch with accompanying hatch-opening sounds and hear "Move out, let's go" phrase.

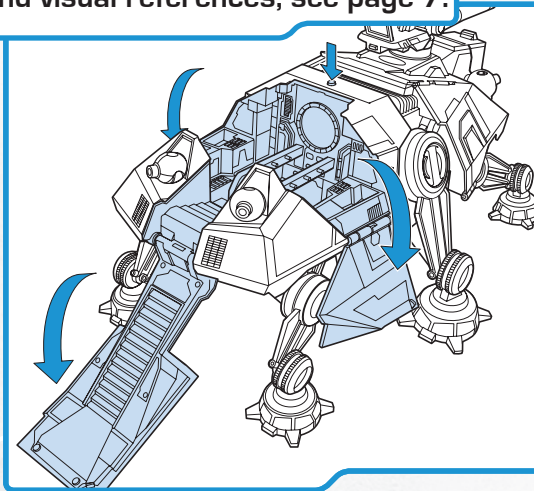
Switch #4
Press switch to hear a phrase. Keep pressing switch to cycle through the phrases:
"All forward positions are advancing."
"Approaching droid perimeter. We are undetected."
"All units fire at will."
"All units attack."
"The droid army is in full retreat."

Switch #5
Press to hear vehicle walking sounds.

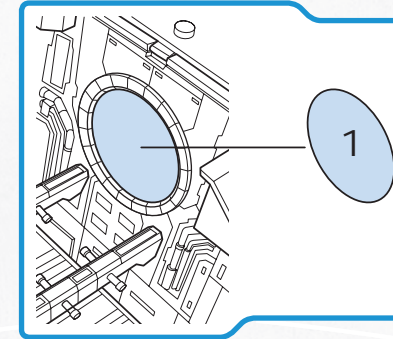
Switch #3
Long Press: "All units fire at will" phrase, targeting screen light and weapon blast sounds.
Short Press: Weapon blast sounds and targeting screen light.



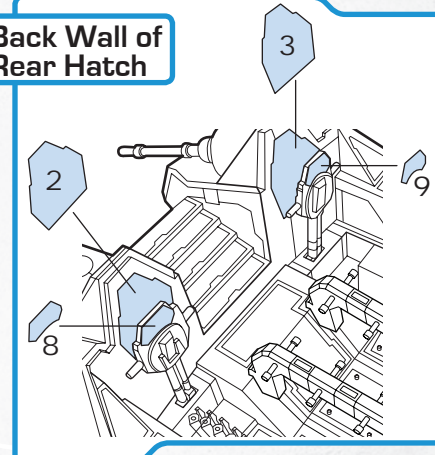
Peel and apply labels as shown. To access interior, press button (see page 5). For location names and visual references, see page 7.



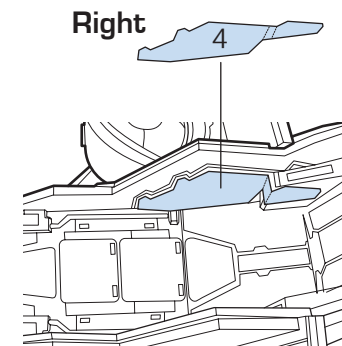
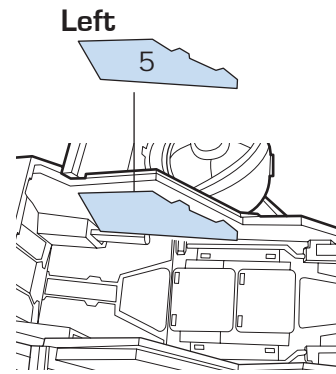
Underneath Rear Hatch Button



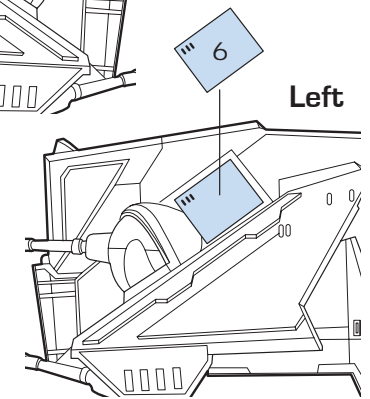
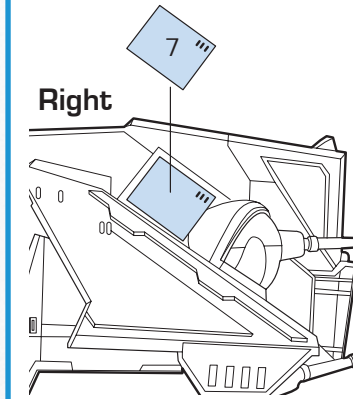
Back Wall of Rear Hatch



Cockpit Interior

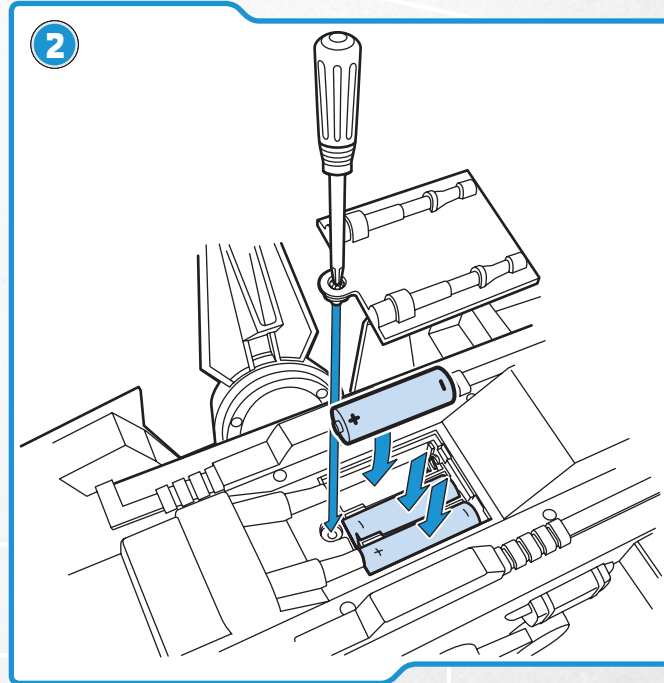
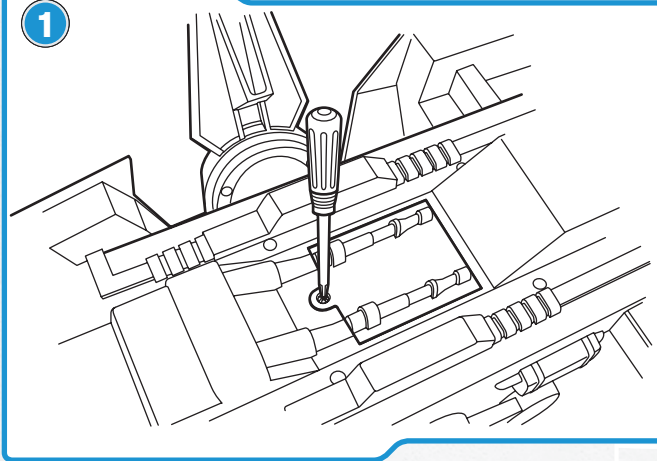


Cockpit Exterior



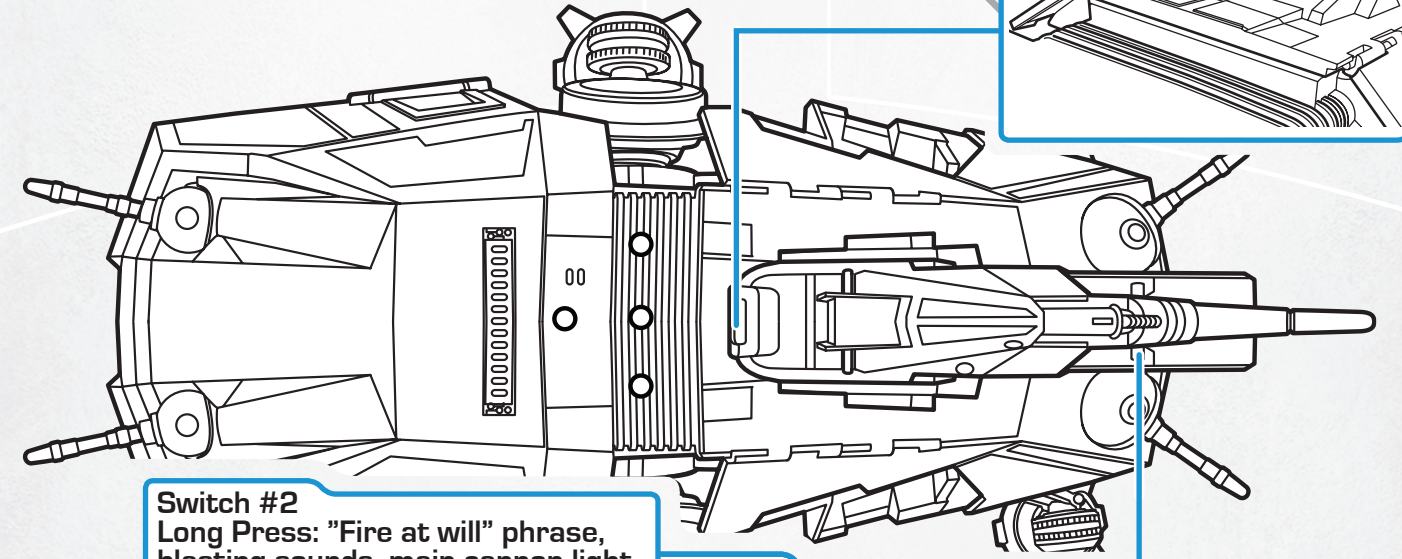
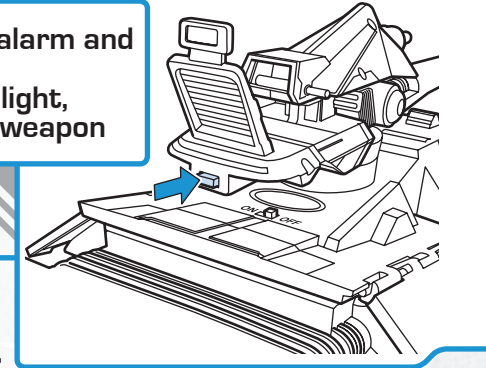
ASSEMBLY**BATTERIES****OPERATION****SWITCHES****TO INSERT BATTERIES**

Using a Phillips/cross head screwdriver (not included), loosen screw in battery compartment door (screw remains attached to door). Remove door. Insert 3 x 1.5V "AA" or R6 size batteries (not included). Alkaline batteries recommended. Replace door and tighten screw.

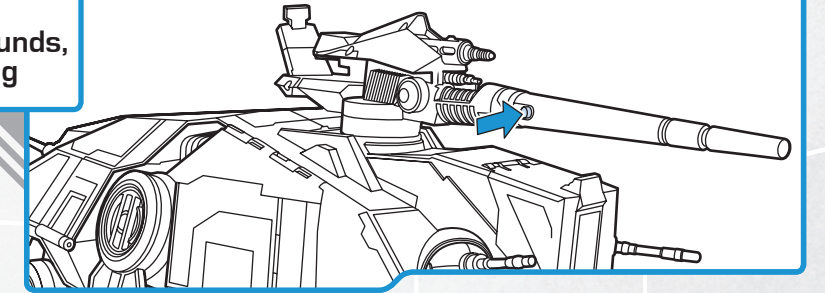
**ASSEMBLY****BATTERIES****OPERATION****SWITCHES**

The vehicle has 6 switches. For switches 1, 2, and 3, press them for different time lengths to activate different features:
Long Press = press and hold, then release
Short Press = press/release quickly

Switch #1
Long Press: Battle station alarm and targeting screen light.
Short Press: Small cannon light, targeting screen light, and weapon blast sounds.



Switch #2
Long Press: "Fire at will" phrase, blasting sounds, main cannon light and targeting screen light.
Short Press: Weapon blast sounds, main cannon light and targeting screen light.



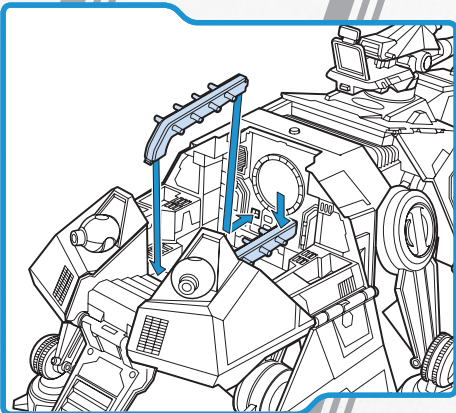
ASSEMBLY

BATTERIES

OPERATION

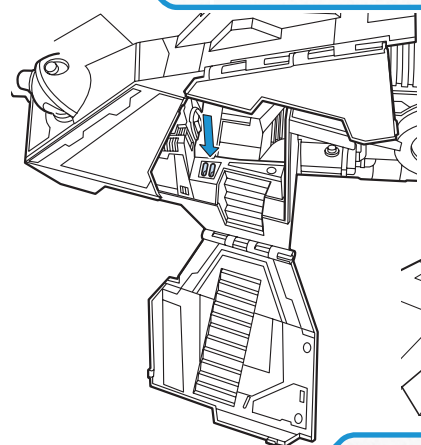
SWITCHES

Inside figure support bars are removable. Open area can be used for accessories (not included).

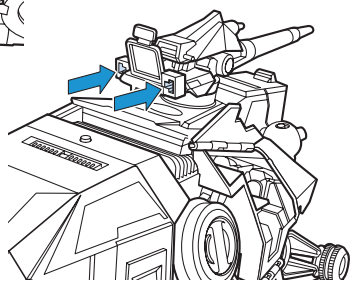


To replace them, insert end into wall, then attach it to the floor.

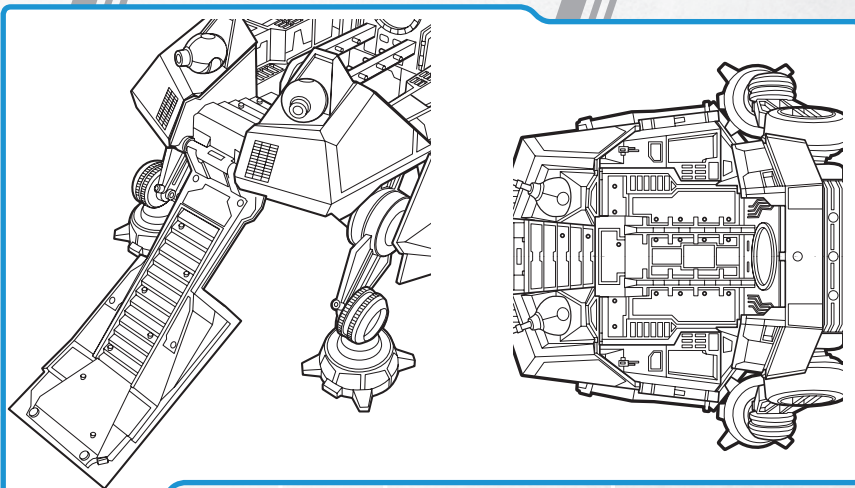
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Built-in blaster racks hold weapons (includes 1 blaster; others not included).



Foot pegs are located on ramp, stairs and troop compartment to hold figures in place. (Includes 1 figure; others sold separately)



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.



CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

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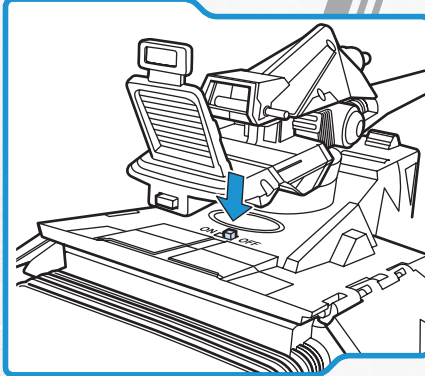
ASSEMBLY

BATTERIES

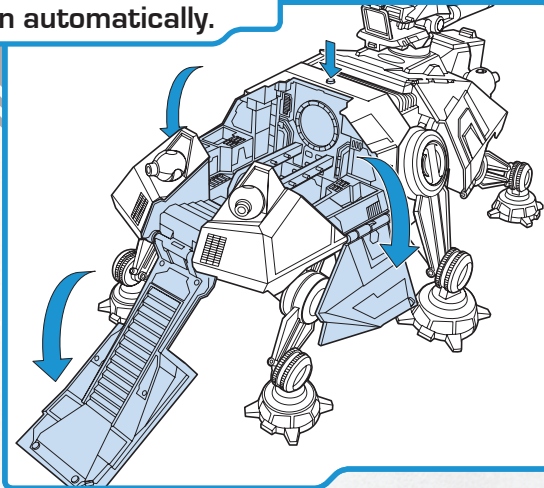
OPERATION

SWITCHES

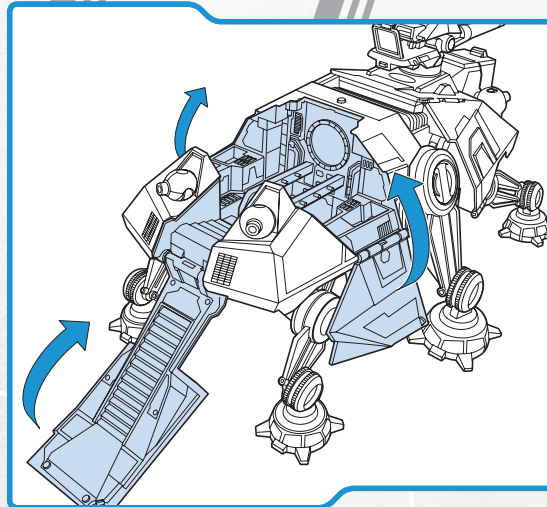
Slide switch to "on" position. When finished playing with toy, please remember to slide switch to "off" position.



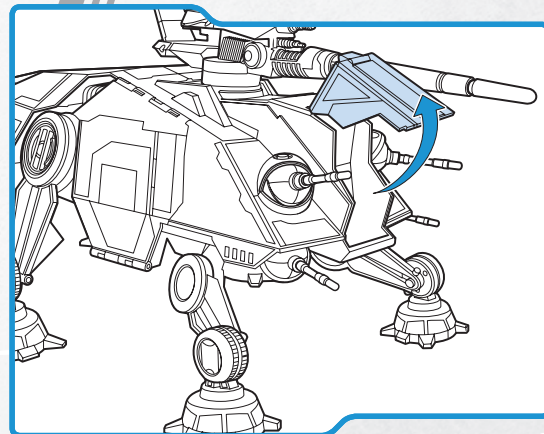
Press button to open rear hatch – all 3 hatch doors will open automatically.



Close hatch doors manually.



Cockpit opens and can hold one figure.



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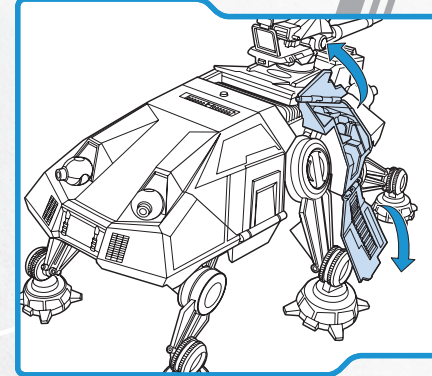
ASSEMBLY

BATTERIES

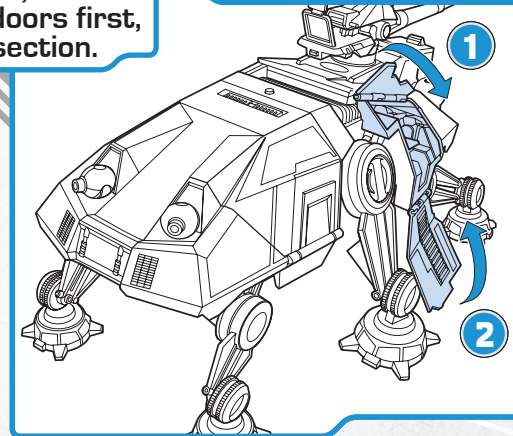
OPERATION

SWITCHES

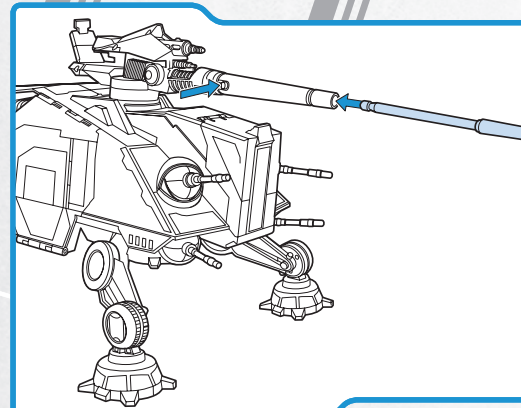
Side doors open and 4 figures can fit inside. (Includes 1 figure; others sold separately.)



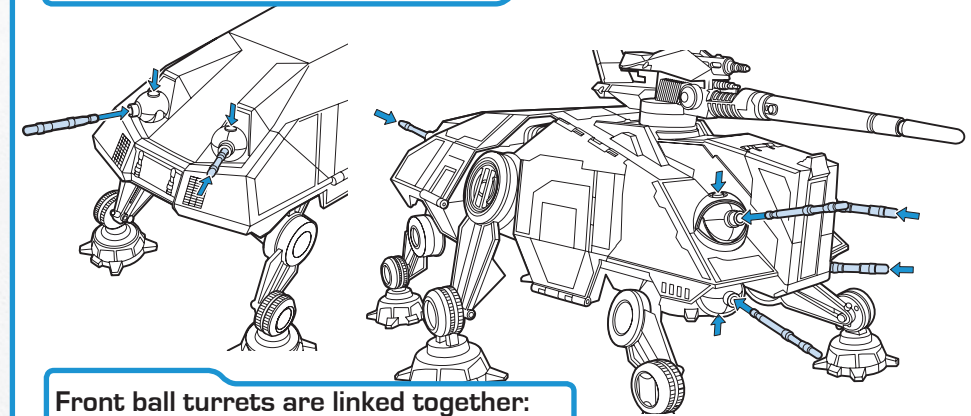
To close side doors, close upper section of doors first, then close lower section.



Insert projectile into main cannon. Press button to fire.



Insert barrels into front and back ball turrets. Press buttons to fire. These turrets can be manually rotated.



Front ball turrets are linked together: rotate any one turret and the other three will automatically follow. The four turrets can still be independently aimed.

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