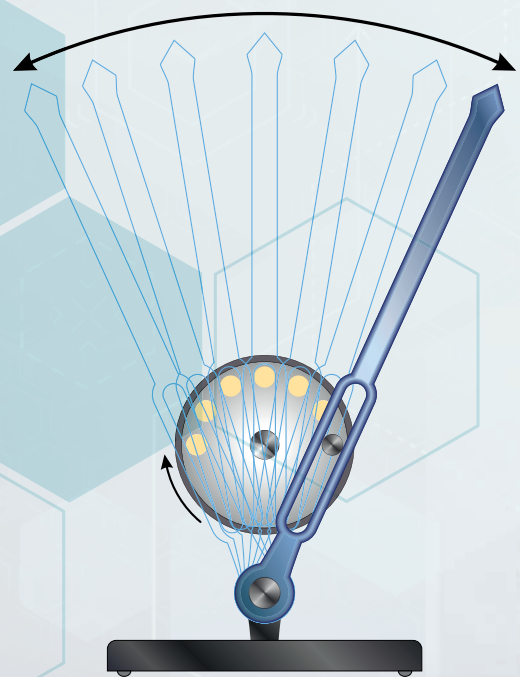
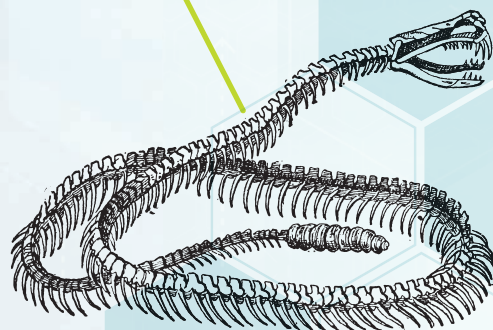


ANATOMY OF THE SNAKE AND CONNECTING-ROD MECHANISM

When observing a snake, you might assume it is an invertebrate — an animal without a backbone, like a worm or a centipede. In fact, snakes are vertebrates, possessing hundreds of vertebrae that make up their spinal column. This large number of bones allows snakes to move with remarkable flexibility and agility. Similarly, this robot is designed with a comparable structure: its 13 interconnected modules mimic a snake's vertebrae, granting it impressive mobility that closely resembles that of the real animal.

VERTEBRAE



A connecting rod is a mechanical element joining two components that rotates and shifts. It is used extensively in many fields, especially in construction and engineering. For example, it was an essential transmission component in steam locomotives or is still used for moving pistons inside car engines. In the Viper Strike robot this mechanism is used to move the drive wheels alternately to the right and left, so as to impart an undulating movement to the robot along its path.

6

INSTRUCTIONS FOR CORRECT USE OF TOYS/ GAMES WITH REPLACEABLE BATTERIES

WARNING!

Batteries must be installed by an adult. • The + and - symbols on the batteries must be lined up correctly. • Old batteries must be removed from the game. • The power terminal block must not be short-circuited. • Never touch the contacts inside the battery case, as this could cause a short circuit. • The rechargeable batteries must be removed prior to being charged. Only recharge under adult supervision. • Never attempt to recharge non-rechargeable batteries. • Different types of batteries or new and used batteries should not be used at the same time.

OTHER RECOMMENDATIONS:

Batteries are dangerous if swallowed; keep away from children. • Always remove batteries prior to long-term storage. • Do not try to open the batteries. • Do not throw batteries into a fire.

INSTRUCTIONS FOR BATTERY DISPOSAL

The symbol indicates that dead batteries must be disposed of in accordance with current regulations for waste disposal. Chemical symbols for mercury (Hg), cadmium (Cd) and/or lead (Pb) which appear below the crossed out wheellie bin symbol indicate that there is a significant percentage of the relative substance in the battery. These substances are highly damaging to the environment and human health. The correct disposal of batteries allows their isolation and the targeted treatment of harmful substances, and allows recycling of precious primary materials, reducing negative effects on persons and the environment. The disposal of worn-out batteries in landfills or the environment significantly increases the risk of water pollution. Pursuant to European Directive 2013/56/EU, it is prohibited to dispose of batteries and accumulators as urban waste and consumers are obliged to participate in separated waste collection so as to facilitate the treatment and recycling of the same.

HOW TO DISPOSE OF BATTERIES:

Discharge the batteries completely by leaving on the game until the batteries have fully run out. Remove the batteries from the game before disposal. Dispose of all batteries in accordance with current regulations, by using the appropriate containers at an authorised recycling centre or by returning them to the shop where they were purchased. Returning them is free! Penalties are applied for incorrect disposal.

INSTRUCTIONS FOR THE DISPOSAL OF ELECTRICAL AND ELECTRONIC DEVICES SUBJECT TO SEPARATE WASTE DISPOSAL

IMPORTANT! The crossed out wheellie bin symbol indicates that in European Union member states (Dir. 2012/19/EU) and in those that adopt separated waste collection systems, all components of the product marked by this symbol (or indicated as such in the game instructions) are subject to separated waste collection laws at the end of their life. It is prohibited to dispose of such components as mixed urban waste.

HOW TO DISPOSE OF ELECTRICAL AND ELECTRONIC DEVICES:

It is mandatory to separately collect those components marked by the symbol (or indicated as such in the relevant documentation) and deliver them to authorised recycling centres for the purposes established, or where possible, to return the product for disposal back to the shop when a similar product is purchased, or for free in the event the external dimensions of the component are less than 25 cm. Users of the product play a critical role in ensuring the correct disposal of electrical and electronic equipment that has reached the end of its life. It is therefore important for each user to be aware of their role and to always dispose of electrical/electronic waste in accordance with current legislation, thereby contributing to the correct management of waste and encouraging its reuse, recycling and/or recovery.

7

WARNING!

Components marked by the symbol contain substances that are harmful to the environment and human health. It is therefore prohibited to dispose of them as mixed urban waste or together with other domestic waste. Incorrect disposal may result in damage to the environment and may be punished by the law. These components should not be used improperly. In particular, it is prohibited to remove the electrical and electronic parts from the toy or use the toy if damaged. These actions could cause health hazards.

N.B.: The above information only relates to the parts of the toy marked with the prohibitive symbol (or those parts indicated in the information leaflet as being subject to this restriction).

Other game components (cards, accessories, etc.) and their packaging are not subject to the above described indications and must be disposed of according to the methods provided for by current standards. These other components do not need to be delivered to authorised recycling centres for electrical and electronic equipment or returned to the shop when a new product is purchased. Domestic users (non-professional) are invited to contact their local retailer, the public waste disposal authorities or the Customer Service Department of **CLEMENTONI S.p.A.** (Tel. +39 071 75811; fax +39 071 7581234; e-mail: info@clementoni.it) for further information about the correct way to dispose of the product.

Clementoni. Registered on the electronic and electrical manufacturers' register: REGISTRATION IN PROGRESS.

REMOVING AND INSTALLING THE BATTERIES

1. Make sure that the device is switched off.
2. Remove the cover of the battery beneath the neck.
3. Remove the exhausted batteries.
4. Insert the batteries (2 x 1.5 V AAA) by matching their pole markings with those on the battery compartment.
5. The batteries must be inserted by an adult.
6. Close the panel again using the relevant screws.
7. Make sure that the device works.

Power supply: 3V
Batteries: 2x1,5V AAA/LR03
Batteries not included.

HOW TO INSERT BATTERIES Ask an adult to help



8

Science
& play®

ROBOTICS

ANIBOTS

VIPER
STRIKE



S.T.E.M.

WARNING: to ensure adequate operation of the electric motor, a small amount of grease was added during manufacturing. In case of high temperatures, this substance may melt and become oily. If the motor contained in the kit is dirty, you can simply clean it with paper napkins. The grease used is neither toxic nor dangerous.

WARNING! Only for children aged 8 years and older. The instructions for adults are included and must be observed.

N.B.: ask an adult to remove the pieces from their plastic sprues. They can also do that with the aid of scissors, if necessary. Any remaining sharp pieces must be thrown away immediately.

Read and keep this instruction manual for future reference.

Authorized representative (for USA market):
CLEMENTONI USA, Inc.
101 Continental Boulevard
El Segundo, CA 90245, USA

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<https://en.clementoni.com/pages/assistance>

Manufacturer/Üretici Firma: **Clementoni S.p.A.**
Zona Industriale Fontenoce s.n.c.
62019 Recanatì (MC) - Italy
Tel.: +39 071 75811 - www.clementoni.com

Clementoni

V83484

INTRODUCTION

This kit can be used to assemble a robot that moves like a real snake! Featuring 13 modular units and an electric motor with adjoining connecting rod for motion, it will be able to move sinuously as if it were alive. Familiarise yourself with all the elements of the kit and you will soon be able to understand why it moves so smoothly.

COMPONENTS



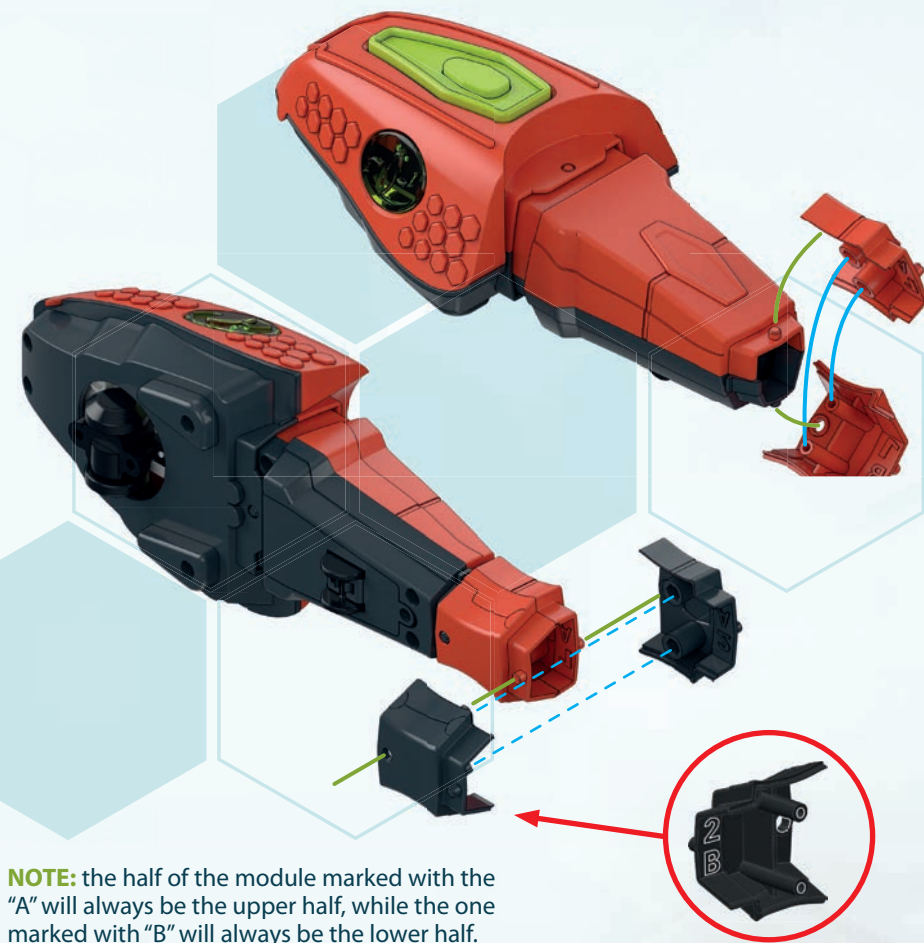
2

ASSEMBLY

WARNING: the colours may vary.

Assemble the robot's body starting from the head module..

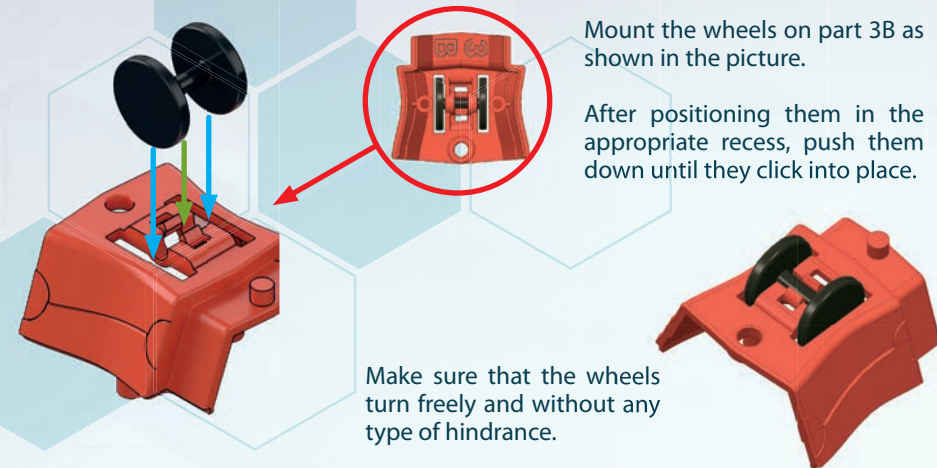
Take the two parts of the first module marked with the numbers 1A and 1B, then mount them as shown in the picture, being careful to align the holes and inserting the upper and lower pegs of the head module through the hole, as illustrated by the red line. Once the first module has been closed, press it tightly so that no gap remains between the two parts.



NOTE: the half of the module marked with the "A" will always be the upper half, while the one marked with "B" will always be the lower half.

Continue the assembly by taking the two parts of the second module marked with the numbers 2A and 2B, then mount them as explained in the previous step. From now on simply take the pieces marked with the numbers in ascending order.

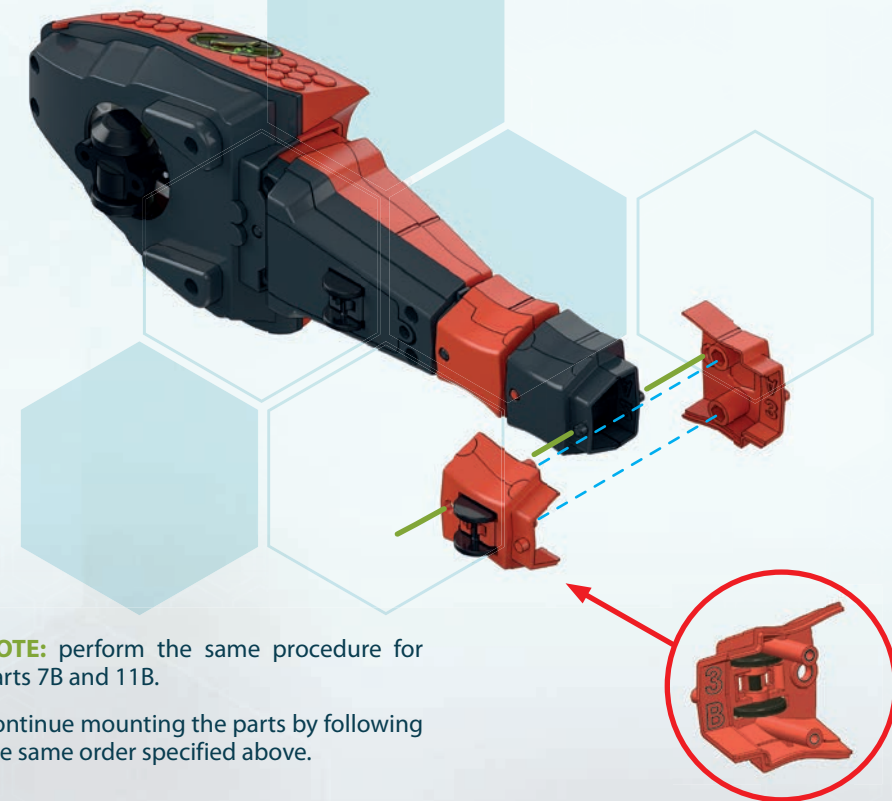
3



Mount the wheels on part 3B as shown in the picture.

After positioning them in the appropriate recess, push them down until they click into place.

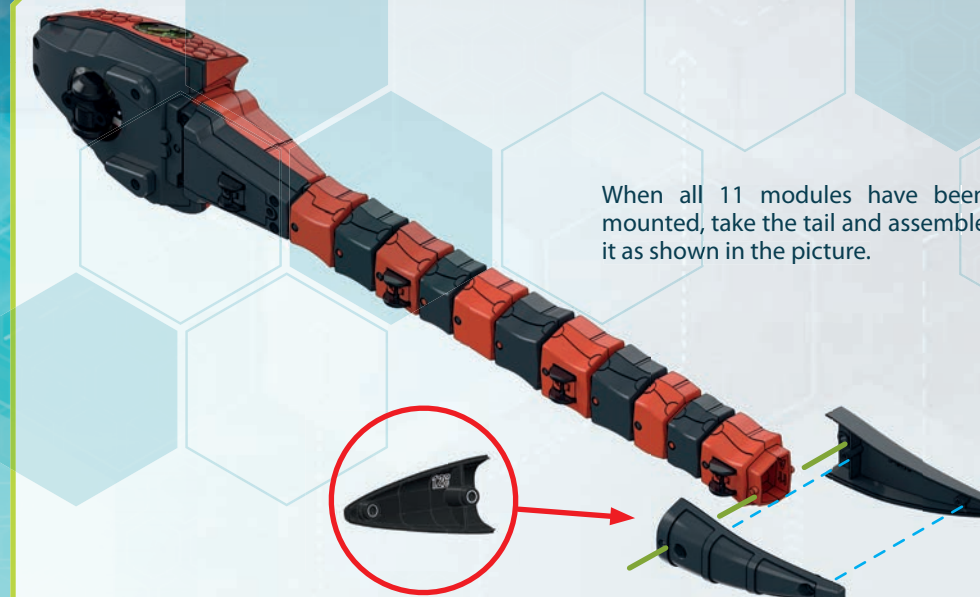
Make sure that the wheels turn freely and without any type of hindrance.



NOTE: perform the same procedure for parts 7B and 11B.

Continue mounting the parts by following the same order specified above.

4



When all 11 modules have been mounted, take the tail and assemble it as shown in the picture.



Insert the two screws found in the bag into the wheels and tighten them.

5