



GRAND FINALE! LIGHT SHOW™

Uncle Milton 6+
2451
2462

AA/LR6 x6 Batteries not included
Requires 6 x 1.5V AA/LR6
batteries

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

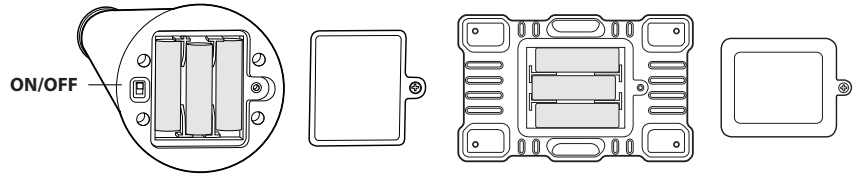
Parts included:

- 1 Master Controller
- 1 Large Firework Cone
(with LED/wire connectors)
- 2 Medium Firework Cones
- 2 Small Firework Cones
- 5 Cap Rings

Battery Installation

Tool required - Small
Phillips head screwdriver

Requires 6 "AA" alkaline
batteries (not included).

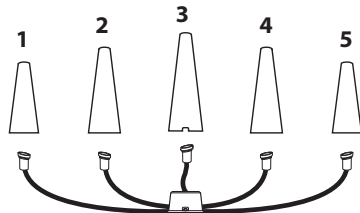


1. Using a Phillips head screwdriver, remove the battery covers of the Large Cone and Master Controller as shown.
2. Insert 3 "AA" batteries as indicated in both battery compartments and replace covers.

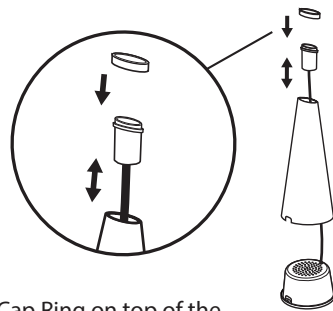
Assembly

IMPORTANT: Prior to assembly, determine where you want to set up the Grand Finale. For best experience, use in a completely darkened room and project onto a white wall at a distance of 1 to 3 inches from the wall.

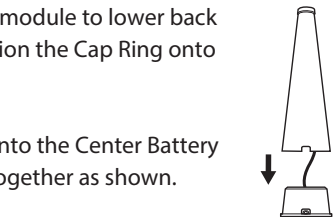
1. Position the wire connectors with LED modules that come out of the Center Battery Module as shown. Note molded numbers 1-5 on each LED module match printed numbers 1-5 at the top of each cone. Make sure the Center Battery Module is for the center large cone.



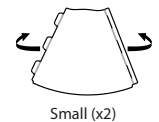
2. Attach the Center LED Module to the large cone. First, insert the LED module and wire through the large cone as shown. Then, snap a Cap Ring on top of the LED module. Allow each LED module to lower back into its cone and gently position the Cap Ring onto the top of the cone.



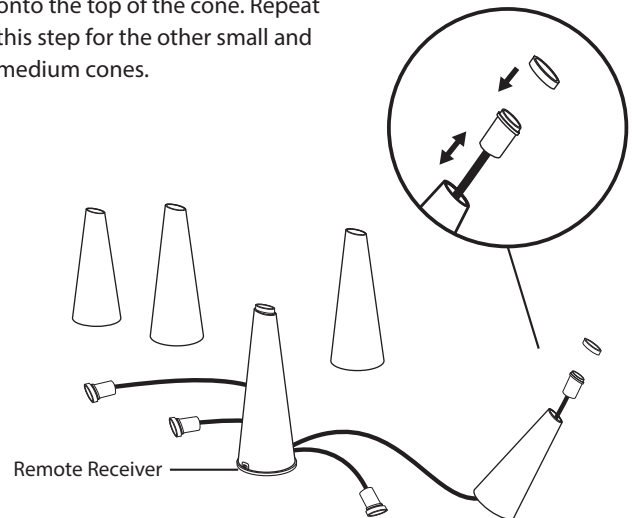
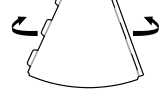
3. Align and fit the large cone onto the Center Battery Module and gently press fit together as shown.



4. Assemble the Small and Medium Cones as shown inserting the tabs into the corresponding slots. Further secure tabs with clear tape if desired.



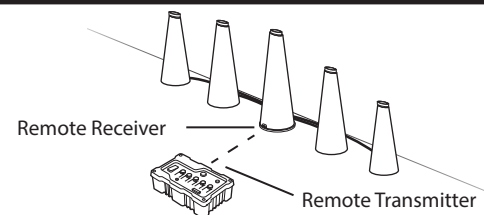
5. Attach the LED modules to the small and medium Firework cones. For each LED module, insert the wire through the corresponding cone as shown. Then, snap a Cap Ring on top of the LED module. Allow each of the LED modules to lower back into its cone and gently position the Cap Ring onto the top of the cone. Repeat this step for the other small and medium cones.



SET UP

1. Slide the switch on the underside of the Large Cone to the "ON" position.
2. For best light effect, place the five Cones on the floor as shown at 1 to 3 inches from a white wall.

3. Switch the Master Controller to "LIVE" mode and test the light projection of the cones by pressing each launch button. Adjust cones as needed for the best projection effect.



Operation

LIVE Mode

In this mode, each time you press a launch button, the corresponding cone or cones fire immediately.

Press any one of the five launch buttons individually or press any combination of buttons 1, 2, 3, 4 or 5 at the same time. You can also press the "ALL 5" button to launch all 5 firework cones at the same time!

Experiment and have fun creating hundreds of different Firework launch and color combinations!

PROGRAM Mode

In this mode, you can program up to 150 launch combinations in a show by doing the following:

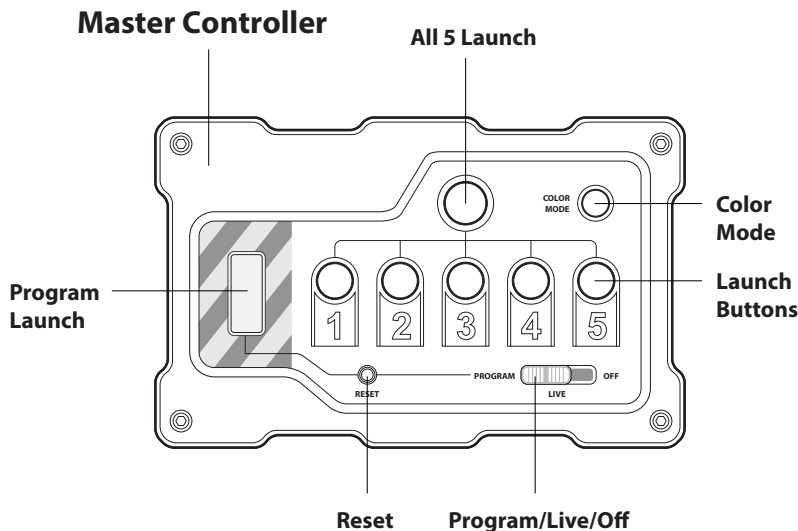
1. Switch the Master Controller to "PROGRAM" mode.
2. Press any one of the five launch buttons, any combination of buttons 1, 2, 3, 4 or 5, or the "ALL 5" launch button to program the first launch.
3. Continue to add as many additional launches to your show program as you want by pressing single button launches, multi-button launch combinations, or the "ALL 5" launch button. Experiment and have fun with different launch button combinations and sequences.
4. To run your program and begin the show, press the Program Launch button. For even more fun, turn on your favorite music while playing your Grand Finale show! You can stop your programmed show at any time by pressing the Program Launch button again. Press again to replay the show from the beginning. You can continue to add additional launches to your current program until the memory is full.
5. When the memory is full and you have programmed the maximum number of launches, the Master Controller and all five cones will light up and remain on for 3 seconds.

RESET Program

At any point you may press and hold the RESET button for about 1.5 seconds to clear your program and begin a new one. The Master Controller will flash three times to confirm reset. **Note: If you do not push the RESET button on the Master Controller, your program will remain in memory until you turn off the center cone. The program will also be cleared from memory if you change the batteries in the center cone.**

COLOR MODE Button

As fireworks are launching either in LIVE or Program Mode, press the Color Mode button anytime to change the colors of the firework lights. Each time you press the color mode button, it will change to a different array of colors.



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.

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 undesired operation.

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

BATTERY SAFETY INFORMATION

- 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.
- Different types of batteries or new and used batteries are not to be mixed.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not dispose of batteries in fire. Battery may explode or leak.

KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE — DO NOT DISCARD
Questions? Visit unclemilton.com

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