



BE HEROTM
Be your legend

MANUAL

Skills

Archery

Brewing

Cooking

Combat Skills

Blowgun point-blank ranged

Blowgun point-blank liquid

Blowgun accuracy

Boiling water damage

Defense

Defend your base

Defend allies

Defend self

Exploration

Find resources

Find allies

Find your self

Find your ally

Find

Fire

Light fire

Light fire

Light fire

Light

Light fire

Light fire

Light

Light fire every time

Food and Water

Find food base

Find water

WATER & WASHING

- Water bath
- Water bag
- Water tank
- Water pipe & hose
- Water pipe & filter bag
- Water filter & bags

DRINKING

- Drinking water drinking bottle
- Bottled water
- Get lots of liquid from
- Infused water water

SHOWER

- Shower
- SHOWER BOTTLED WATER**
- Shower bottle
- Shower bottle

WHAT'S NEW

It's time for another update and I have lots to share! So much has happened since my last post. I've had some great opportunities to work with some amazing people. Please see the details below for future reference.

CHURCHES I've traveled to the following churches:
• **Worship Center** - This is a new church of the church of the Nazarene in the area. They have a great worship service and a wonderful pastor.

WEDDINGS

Again following right along the schedule because of the year so far, we've already done 10 weddings in about 6 months.

Remember this paragraph from previous:

- **Small wedding** and have a body of men.
- **Big wedding** with lots of fun things.
- **No one else there**.
- **Everyone is related** either by blood or by choice.

These descriptions probably ring a familiar bell in the minds of most people. However, the wedding I did this weekend was a little different.

WEDDING OF ANOTHER MINISTER

This weekend I did the wedding of another minister who recently got married and got his license at the same time.

As you can see from this paragraph,

- **Large wedding** with the pastor of the church.
- **Big wedding** with lots of fun things.
- **Everyone is related**.
- **Everyone is a friend**.

CHEAT SHEET

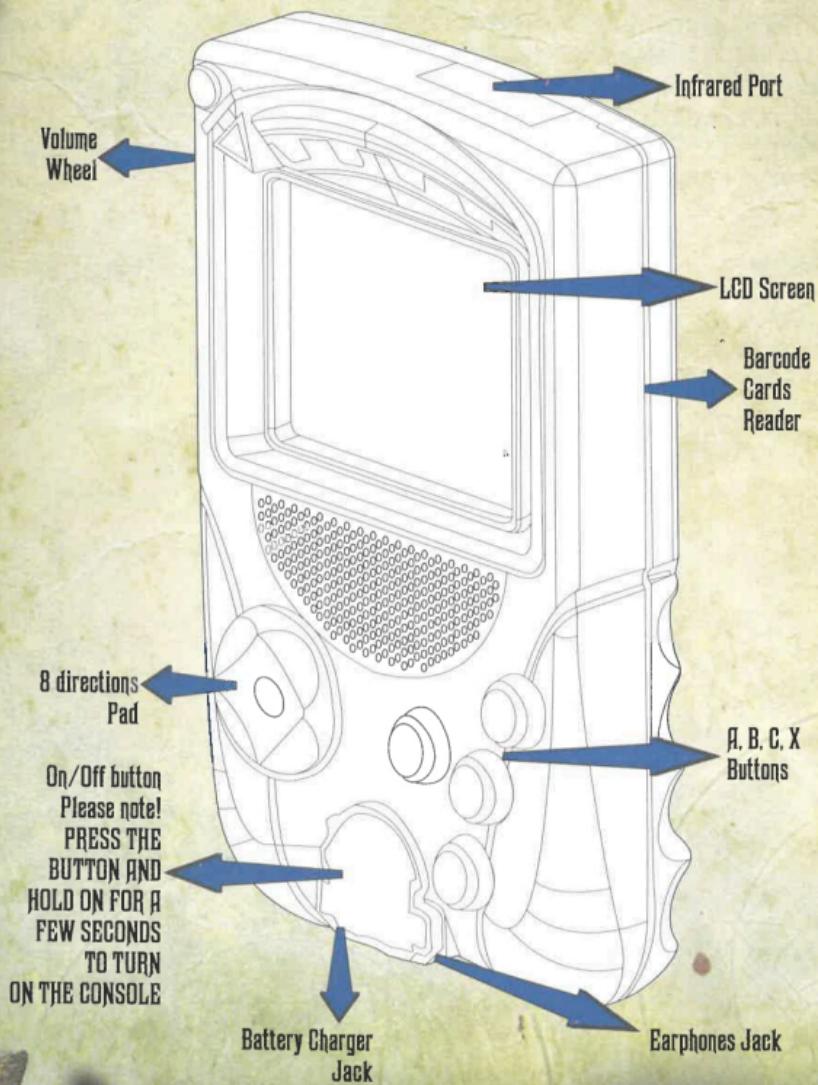
- And upon the seventh hour when she had come,
Gave birth to the first and greatest of her posterity.
- From that day forward was known as
The Firstborn.
- However when he was created he was small and ugly and
He begged and cried to his father who said to him,
"Never fear the world will be ruled by you one day but
you must be strong and wise to rule it."
- And the god took him to his workshop and made him a sword
And we still call them "the gods' weapons".
- However he was born without the aid of his parents when he was born
He had no arms when he was born so he was forced to learn
Holding a sword with the strength of his own two hands.



PACK CONTENTS

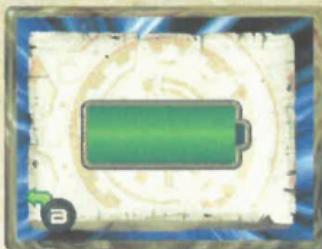
- BeHero Console
- Console Charger
- 1 BeHero Foilbag
- Instruction Manual

BEHERO CONSOLE



CHARGING BEHERO BATTERIES

BeHero has a rechargeable nickel battery pack inside, which can be recharged using the included charger, so you won't need to buy new batteries in order to play. With fully charged batteries you can play continuously for 4 hours. You can check your battery level whenever you want. Go to the Settings page on the main menu and then select the battery screen.



Here, you will see if the battery has enough charge to continue playing or if it's time to recharge. Additionally, you'll be warned with an icon whenever your battery level is low and needs to be charged.

To charge your BeHero console just insert the charger cable into the charging jack in the bottom of the console. Then plug charger into a power outlet.

Charging the console will take about 8 - 9 hours.

If the console is powered off during charging, the screen will remain black. Don't worry.

The console is charging. If you turn the console on, you will still be able to play the game while it is charging. However, this will increase the charging time.

You'll see a red LED glowing (on the bottom of the console) that indicates the console is recharging. Please charge the batteries with the help of an adult.

The batteries must be charged correctly and fully each time to maintain proper functioning.

Improper use of them may affect the batteries' condition.

BEHERO RECHARGEABLE BATTERIES REPLACEMENT:

If you have problems with the BeHero console batteries please contact our customer service or check the website www.beherothegame.com

BeHero batteries' charging/discharging life is around 400-500 cycles.

RESETTING YOUR BEHERO CONSOLE

If you want, you can reset your BeHero console by pressing the reset button on the back of the unit. Don't worry, you won't lose your data by doing it!

WARNING:

This unit may temporarily cease to function if subjected to electrostatic disturbance.

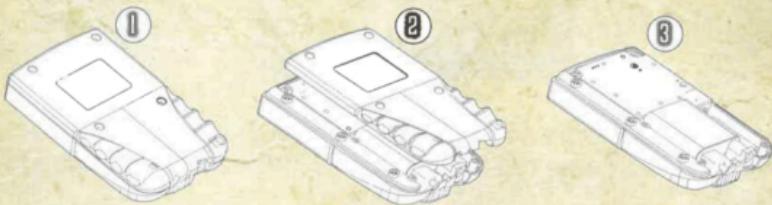
To resume normal operation, it may be necessary to turn the power off and back on or to remove and re-install the batteries.

BEHERO RECHARGEABLE BATTERIES DISPOSAL:

Over time, the BeHero rechargeable battery will lose its capacity to hold charge. If this happens, you can contact our customer service. BeHero batteries are guaranteed for 500 recharges.

Replacement and disposal of BeHero rechargeable battery:

Only open the case if necessary. Please proceed as explained below.
This operation must be handled by an adult.



- 1- Un-screw the screws on the back of the console using a screwdriver.
- 2- Open the case and remove the battery. Be careful when removing the battery plug.
- 3- Close the case and tighten the screws in a clockwise direction using a screwdriver.

- Rechargeable batteries should be removed only by an adult.
- Carefully read the instruction manual before removing the rechargeable batteries.
- Batteries are harmful if swallowed, so keep away from young children.
- Non rechargeable batteries are not to be recharged.
- Rechargeable batteries (if changeable) should be removed before charging and only be charged under adult supervision.
- Rechargeable batteries must be charged under adult supervision.
- Different types of batteries or old and new batteries are not to be mixed.
- Batteries are to be inserted with the correct polarity (match the (+) and (-) marks on battery and product).
- Remove exhausted batteries from the toy.
- Do not short circuit the battery or battery compartment terminals.
- Never throw batteries in a fire or attempt to open up its outer casing.
- Please use designated collection points or recycling facilities when disposing of the item or batteries.
- Do not use different kind of charger from what is included in the packaging or suggested in the Instruction Manual.
- Never use damaged batteries.

WELCOME:

A world parallel to yours is in grave danger. There, the natural progression of Time has been interrupted by the forces of Evil.

The Dark Demon Lord, Necare, is plotting to conquer time and space from his terrible Nightmare Age, a post apocalyptic world where frightening creatures live.

Necare has already conquered his own world, but that is not enough. Now he wants to rule over all worlds across all Time. He imprisoned me, the Timekeeper, during a tremendous battle in which he stole my powerful Book of Time.

To prevent him from accessing the Book's full powers, I used my magic to destroy it. The pages of the Book are now torn in pieces and have been scattered throughout time.

The destruction of the Book has created many time-gaps that the Necarii, Necare's dark emissaries, are traveling through. They are invading and slowly conquering the great Ages throughout history, bringing terror and despair to the people who live there.

These are sad events that I foresaw. To prepare for this, I used my magic to identify a hero, a young boy from a far away land, the only one who will be able to face Necare and save the worlds. I have sent my trustworthy companion, Sephaestion, out into the far reaches of time and space. Sephaestion is searching for this brave hero... will you be that hero?

PREPARE FOR BATTLE!



STARTING THE GAME

The very first time you turn on your BeHero console, you'll have only one option to choose from: New Adventure. Once you've started an adventure, you'll have two additional options: Continue Adventure and Battle.



ADVENTURE MODE

In this mode, you'll be taken to a fantastical realm where you'll have to journey through 6 great Ages in order to save them all from the Dark Lord. Once you start your adventure, the next time you turn the console on, you should select Continue Adventure to keep playing from the latest save point. If you choose New Adventure instead of Continue, you'll start with a new adventure, and your previously saved adventure will be erased.

BATTLE MODE

This mode allows you to train with your hero and try different battle techniques that you can use later in Adventure Mode. Practice makes perfect! You can choose among three different battle modes: Mirror Battle, Player VS Necarri or Player VS Player.

Please refer to the related paragraph to see how those modes work.

CONTROLS:

In game controls

A - Talk/Select

B - Mount or Dismount from Transportation

C - Help

X - Menu

INFRARED CONNECTION FUNCTION:

Your BeHero console is equipped with an infrared connection system that allows you to fight against your real friends if they also have BeHero consoles.

Please note: The BeHero infrared connection system allows you to communicate with any other BeHero console. The two consoles must be aimed directly at each other and must be no farther apart than 3.2 feet. Both consoles must be in scanning mode. To enter scanning mode, go to Battle Mode and select Versus (player vs. player).

The two consoles must be positioned one in front of the other as shown in the image.



MOVING AROUND

On Foot - You can walk around the world using the directional arrows. These arrows allow you to walk in 8 directions, including the diagonals.

On Transportation - Every Age has a means of transportation that you can earn. Using this creature or vehicle, you can travel much faster. However, you will find that there are some places that the transportation is too big to fit in or isn't welcome. In these cases, you will need to dismount to continue. When you want to get back on your creature or vehicle, you should check the icon at the top of the screen to see if you're in a place where the creature or vehicle can appear. Then press the "B" button to call it to you.



INTERACTING WITH THE WORLD:

TALKING TO PEOPLE

You can talk to characters by approaching them and pressing "A" when you see an icon over their head. You can then advance through the conversation by continuing to press the "A" button.

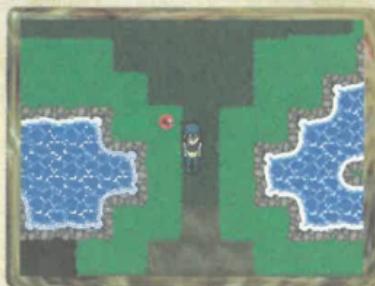
In some cases, you may need to choose a response. Use the up and down arrows to select your response and then press "A" to confirm.



OBJECTS - You can interact with some objects in the world. When you approach these, you will see a symbol above them. If you want to activate them, go up to them and press "A".

ORBES - As you explore the worlds of BeHero, you'll encounter glowing orbs. Gather these by walking through them.

The Red Orbs refill your HP (hit points). The rare Golden Orbs increase your maximum HP. This means that you can hold more HP and when you battle, you will be able to sustain more damage before losing.



MENUS

Press the "X" Button to access the menus. Use the left and right arrows to navigate between pages. Press "A" to activate a menu page and access its features. Press "B" to go back to the previous page. Press "X" to exit the menus altogether.

PROFILE PAGE

On this page, you can see your guild and guild level, the number of XP (experience points) that you need to level up, your stats, your HP (Hit Points), and the items you are carrying. Here, you can also see the number of Life Potions you are carrying. Press "A" to use a Life Potion to refill your HP (hit points). If you want, you can scan here your cards and equip yourself!



BOOK OF TIME

The book will show the location that you are currently in. Press "A" to activate the Book. Use the left and right arrow buttons to turn the pages of the Book. Press "A" to activate a page. Once a page is activated, you can use the arrows to highlight the warp point you want to travel to and then press "A" to confirm.



MISSION LOG

On this page, you can see what mission you're currently working on and the task you need to complete to move on to the next step.



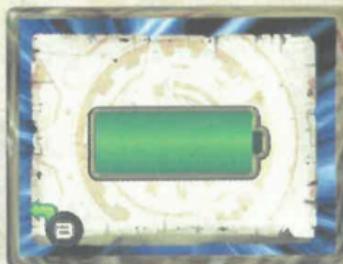
SETTINGS

From this page, you can select your language, see whether the batteries need to be charged, and watch the credits.



BATTERY

This indicator allows you to periodically check the status of the batteries. You will either see a green battery, which indicates that the battery level is fine, or a red battery that indicates the battery needs to be recharged. A small low battery icon appears on the main overland screen when the battery is low and needs to be charged.



THE TIMEKEEPER'S PALACE

This is your home away from home.
It is where you go to heal and relax.
There are many useful items here
that will help you on your journey.



THE HEALING ORB

One pillar has a glowing red orb. This orb will refill your HP (hit points).

THE BATTLE TUTORIAL

One pillar has a sword. This sword activates battle tutorial, wherein you can practice battling.

THE TROPHY CASE

One pillar has a trophy. This trophy opens your trophy case. You can see all of the trophies that you have earned by playing minigames. Every Age has three minigames. Each trophy will either be gold, silver, or bronze, depending on your score. You can also use the trophy case to replay the minigames if you want to increase your score. For each gold trophy you win, you'll receive an increase in HP.

THE SHARD CASE

One pillar has a shard. Every Age has one hidden task or mission. Every time you find and complete one of these hidden tasks, you earn a shard, which gets displayed here. This case also has hints for where to find each of the hidden tasks.

THE HERO'S MANUAL

One pillar has a book. This manual has basic game play information.

THE SPACE FOR THE BOOK OF TIME

One pillar has an empty book stand. It is reserved for the Book of Time, once all of the map pieces have been found and the book has been healed.

BEHERO WORLD

THE SIX GREAT AGES

The BeHero world consists of six great Ages.



THE LOST AGE

This is the dawn of civilization, an age where humans live side-by-side with dinosaurs and other prehistoric creatures.



THE GOLDEN AGE

This is the rise of cities, where humans create beautiful temples out of the desert sands.



THE ENCHANTED AGE

This is the age of magic, filled with wizards and dragons. Even the forest has eyes.



THE FROZEN AGE

The world is encased in ice and humans must struggle to survive.



THE NEW AGE

A shining city floats high above the earth, but those not living within its glimmering halls must fight for survival in the slums below.



THE NIGHTMARE AGE

This is the fall of humans and the rise of demons.

THE SIX GUILDS



WARRIOR: You've got the true power in your hands! The warrior guild includes brave fighters that never back away from dangers and prove their strength in battle!



KNIGHT: Proud and loyal fighters, they master weapons like swords and spears. Always ready to help those in need, the members of this guild are always fierce opponents.



MAGICIAN: Fire, air, water and heart... these are the elements controlled by the members of the Magician's guild! The elements are yours to control, and enemies can't help but tremble!



ALCHEMIST: There are no problems that the members of this guild can't solve, no matter the situation! If something's missing... they just create it! Alchemists are never caught unprepared on the battlefield, surprising their enemies with their unique creations.



ADVENTURER: Nature is on the side of Adventurer's guild! The members of Adventurer's guild always respect and worship Nature and all natural elements around them, receiving in exchange many gifts: a sudden vine or a hole in the ground can be critical in winning a battle!



NINJA: Shadow beings, so the Ninja guild members are called. They are masters of hiding and can sneak into any stronghold, thanks to their stealthy ways. Their favorite weapons are bow and sling.

Each guild has its own, unique power. See cards section for more information on sets.
Warrior - deals extra damage
Knight - when you hit your opponent, you have a chance to stun him
Magician - you can heal yourself
Alchemist - you can leech life from your opponent
Adventurer - when you hit your opponent, you have a chance to deal a critical blow
Ninja - when you hit your opponent, you have a chance to land multiple blows

FIGHTING AND CUSTOMIZING

Your avatar is a hero with basic values for attack, defense and speed. Each of these is determined by a base number, which is set by your guild.

These numbers increase with experience and also change depending on the battle items scanned in. When you meet a monster in the BeHero world, you are taken in the battle screen.



Before starting the fight, you'll be allowed to equip yourself by scanning your cards.

The section in the right upper part of the screen shows you important information on your special power set: the SET bar indicates how many pieces of the same set you're carrying; POWER indicates what Special Power your set gives you, while STRENGTH points out the strength of your set (it depends on how many pieces of the set you're wearing and whether the set you are building matches your own guild.) Your special power will depend on the guild of the set you're wearing: each card will show you the power it gives you by scanning more than one card of the same set.

BATTLE ROUND

A round of battle consists of both attacking and defending.

Attack - When it is your turn to attack, you must choose one of three attack methods:

Sneak Attack, Power Attack, or Strike Attack.

Depending on what method you choose and how your opponent defends, you may land a single hit, a double hit, or you may miss altogether.

If you do land a hit, the amount of damage you deal depends on your battle stats and your guild level versus your opponent's stats.



Defend - When it is your turn to defend, you must choose one of three defense methods:

Dodge, Block, or Parry. Again, depending on what method you choose and how your opponent attacks, you may suffer a single hit, a double hit, or you may evade your opponent altogether.

If you are hit, the amount of damage you sustain depends on your stats versus your opponent's stats.

BATTLE TIPS

FLEE - If your opponent is much stronger than you, you may want to flee, but be careful! Your enemy may block your escape and trap you in battle.

LEVELING UP - If the enemies you are battling are too strong for you, you may need to spend some time in an easier part of the game gaining experience so you can increase your guild level. Every time you increase your level, your battle stats increase in strength.

STAT BALANCING - There are many different combinations of battle items and they will all result in different battle stats. You may choose to forgo strength in one area to become very strong in another area. You should look at your opponent's strengths and weaknesses and adjust your battle items so that you are balanced against him.

When in doubt, you are always in a good position if your stats are fairly even across the board.

AGES - Use cards in the Ages they are from to get the power up stat values.

This will make you more powerful!

BATTLE TYPES

There are three different types of opponents that you can battle. Within the story, you have battles against monsters, which are triggered as part of the story, but in Battle Mode, which can be accessed during start up or from the Timekeeper's Palace, you can also choose to battle a mirror opponent or a real life friend.

IMPORTANT!! The Battle Mode is only available after starting an Adventure! You need to complete the tutorial and unlock some monsters first, in order to fight against them in Battle Mode!

ARENA - PLAYER VS. NECARII

In this type of battle, you're up against a monster. Monsters increase in strength and difficulty as the Ages progress. You must defeat a monster in Adventure Mode in order to unlock it in Battle Mode. Final Bosses, however, are not unlocked in Battle Mode until after the game has been successfully beaten.



MIRROR - PLAYER VS. MIRROR IMAGE

In this type of battle, you're up against a randomly generated hero. You can choose how strong your opponent is (easy, medium, or hard). The system will then randomly assign your opponent a guild and weaponry.

VERSUS - PLAYER VS. PLAYER

To activate this type of battle, you must be in the same room as a friend who also has a Be Hero gaming system. Both of you need to activate the player vs. player mode so that both units are scanning for other units. The consoles must be no farther than 1 meter (3 feet) from each other and they must be pointed at each other as shown in the below diagram.

Once the two units find each other, you will be able to see each other and your weaponry. You can adjust your battle items, and then battle as usual.



BEHERO CARDS



USING CARDS DURING THE BATTLE

Every age has safe areas where you can calmly explore and talk to the inhabitants and dangerous areas where Necarrii await you. You'll learn to recognize these areas by listening to the background music. When you meet a monster in the BeHero world, you'll be taken to the battle screen. There you can choose to start the battle (A button), change your equipment (B button) or try to flee (C button). If you choose equip, you'll need a card deck to scan, so always carry it with you and be ready! To use the cards, slide each of them through the barcode reader on the right side of the console. The item will appear on your hero and you'll hear its name called out by the Timekeeper himself! Try different card combinations until you're satisfied with your armor. Then confirm by pressing "A" and start the fight!

BATTLE STATS

Battle Stats are represented on each card with 2 values: the stronger one in the leftmost box and the weaker one in the right box. The right one is the basic value that your hero will receive most of the time that you use the card. The left one is the power up value.

- This one is applied only when the card is used in the correct Age that the item heralds from.
- ATTACK** - The Attack value adds to the offensive strength of your hero. Your cumulative attack value determines the amount of damage you can inflict on your opponent when you land a blow.
- DEFENSE** - The Defense value adds to the defensive strength of your hero. Your cumulative defense value determines the amount of damage you sustain when your enemy lands a hit against you.
- SPEED** - This is your agility and it affects how fast you can attack and evade.

CARD SETS AND SPECIAL POWERS

Every card is part of a six-card set. Sets can be identified by name. If you arm yourself with 2 or more cards from the same set, you will unlock your hero's special guild power. The more cards from the same set you use, the stronger this power will be.

SPECIAL POWERS

When you form a complete or partial set that is for your specific guild, you receive your own guild's special power. The strength of the power depends on how many cards of the same set you equip with:

2-3 cards = low power

4-5 cards = medium power

6 cards = high power

The strength of the set will be shown in the set meter as bright green.

If you instead use a complete or partial set that is for another guild, you receive that guild's special power but you are limited in the strength you can wield:

2-3 cards = limited power

4-6 cards = no additional powers.

The strength of the set power will be shown in the set meter as bright green for the first 3 spaces.

The last three spaces will be yellow with a lock icon. This because the full strength of the special power cannot be obtained if the set doesn't belong to your guild.

BEHERO CARD GAME RULES

BeHero card game is a standalone card game suited for 2 players. The game is based on the Hero in-game attributes: Attack, Defense and Speed. The two players can decide how many cards to use during the game, but they must each have the same number of cards in their deck.

GETTING STARTED: THE INITIALIZATION ROUND

First, the two players pick a random card from their deck and compare them. The attributes of the cards set the parameters of the battle. The owner of the card with higher attack will choose the Age where the battle takes place. The other player gets to choose his guild first. Then the first player can choose his guild, however he cannot choose the same guild his opponent has already chosen.

Remember that whoever has the higher speed in this round determines who will attack first in case the players have two cards with same speed in the following rounds.

Once the initialization is finished, shuffle the cards and start playing!

PLAYING THE GAME: BATTLE ROUNDS

Each card has a high and low value for each attribute (attack, defense and speed): the values on the left side, the higher ones, are only used when the card matches the Age chosen by the first player in the initialization round. Even better, if the card belongs to the same guild as the owner, he will get to play using a Super Power Up. Depending on the player's guild, he can sum the two values of a single attribute, making him extremely strong in that area. The special powers for the guilds are:

Knight and Warrior: sum the two attack values

Magician and Alchemist: sum the two defense values

Adventurer and Ninja: sum the two speed values

KEEPING SCORE: After each round, both players discard their cards. The player who wins discards his card face up. The player who loses discards his card face down. When the players have played through their decks, the player with the most face up cards has won the most rounds and therefore, has won the game!

AN EXAMPLE OF THE GAMEPLAY: In the initialization round, the two players pick the first card from their decks. They compare them and determine who will choose the Age and who choose his Guild first. Player one chose Cloak of Fortune, while player two selected Bludgeon of Destruction.



Note that the initial comparison is done with normal, lower values of the cards, not with power ups. Cloak of Fortune (player 1) has an attack value of 0, while Bludgeon of Destruction (player 2) has an attack of 2: the second player can choose the Age where the battle takes place. Let's pretend he chooses the Ice Age, Age 4. Player 1 then chooses his guild first: the Knight. Player 2 chooses from the remaining guilds. He chooses the Magician. The owner of the card with the higher speed can be the first one to attack in case there are two cards with same speed in a turn: having the higher speed, player 2 will be the first to attack in that case. Now that everything's decided, the two players should put their cards back in their decks and shuffle.



1^o turn: The magician picked the Crown of Entrapment, while the Knight has the Helm of Horns. Battle can now begin! Neither of the cards in this turn belongs to the Age chosen (Ice Age), so neither player can use the power up values. Player 2's card, Crown of Entrapment, is a Magician card, and Player 1's card, Helm of Horns, belongs to the Warrior guild. The Magician has chosen a weapon of his own guild! This means he can use the special power attribute from his guild – his defense stat is the sum of both defense values.

The Knight, on the other hand, will have to play his card with normal attributes because his card is a Warrior card; the guilds don't match. Now for speed: player 2 attacks first, because he has the higher speed. His attack is a strength of 2. Player 1 has defends with his extra high defense stat. Because he summed the 2 defense values on his card, he defends with a strength of 8 ($4 + 4 = 8$)! Because 8 is stronger than 2, the Magician blocks the attack without being beaten. It is now his turn to attack! The Magician's attack is 1, and Knight's defense is 0, 1 is stronger than 0 so the Magician wins this round. To track the score, the Magician discards his winning card face up and the Knight discards his losing card face down.



2º turn: In this turn neither of the two players can use bonus values or Power Ups, so the turn can start as it is. The speed is the same for the two players, so player 2 will attack first, since in the parameter turn he had the higher speed.

The turn continues normally, as illustrated in the first turn example.



MINIGAMES

There are three categories of minigames that you will encounter – Racer Games, Shooting Games, and Catcher Games.

RACER GAMES

The goal of these games is to complete the course as quickly as possible. While racing, you should avoid running into obstacles because these will slow you down.



SHOOTER GAMES

The goal of these games is to shoot as many targets as possible without running out of ammo. Enemies will fly, jump, and run across the screen. You must shoot them by lining up your crosshairs and pressing A.



CATCHER GAMES

The goal of these games is to catch a monster or creature by encircling it within a small, fenced off area. You lay down this barrier by walking across the screen.

A barrier is complete when it is connected to existing barriers on all ends. The space within the barrier is then removed from gameplay. You must complete barriers without allowing the monster to run into them. At higher levels, smaller monsters will move along these barriers. If they touch you, the game also ends. You should try to block in the monster as quickly as possible.



SAVING AND BEATING THE GAME

Saving Your Game

You do not need to save this game. This happens automatically at key points in the story. An icon will alert you when the game is saving.

Stand-by mode

Your BeHero console will automatically power down after a period of inactivity. After 30 seconds of inactivity, it will begin the auto-shutdown sequence. The screen will go dark for 5 minutes. If, during the 5 minutes, you start playing again, the console will turn back on and the game will resume. But if the 5 minute period ends without any activity, the unit will finish shutting down. The shutdown sequence won't be activated if you're on the profile page or you're equipping items before the battle.

Missions

As you travel through the BeHero world, you will encounter characters that will ask you to accomplish specific tasks or missions. Sometimes, there will be several steps required to complete these missions. You can track your progress by going to the Mission Log page of the menu. By completing these tasks, you move the story forward and get ever closer to your final showdown with the Dark Lord.



TECHNICAL SUPPORT

Declaration only for the Domestic RAEE

INFORMATION FOR THE DOMESTIC APPLIANCES USERS

In accomplishment of the Directives 2002/95/CE, 2002/96/CE

and 2003/108/CE, relating to the reduction of the usage of dangerous materials into the electric and electronic appliances, and also to the waste disposal.

The symbol of the crossed bin which is on the device or on the packaging signifies that the product at the end of its working life must be collected separately from the other waste materials.

Therefore, the user will have to give the appliance at the end of his life to the appropriate centres for the separate collection of electronic and electrotechnical wastes, or give it back to the retailer while purchasing a new device of equivalent kind, in reason of one to one. The appropriate separate collection for the following sending of the unused appliance to the waste recycling, to the treatment and to the disposal compatible with the environment contributes to avoid possible negative effects on the environment and on the health and favours the reuse and/or recycling of the materials which the appliance is made of. The unauthorized disposal of the product by the user involves the application of the sanctions of which at the current regulations of law. For further information related to the collecting systems contact the local competent authorities.



BeHero Charger

- Do not use different kind of charger from what included in the packaging or suggested in the Instruction Manual.
- Never use damaged batteries.
- The adaptor is not a toy. Adult supervision.
- Non rechargeable batteries are not to be recharged.
- Regular examination of transformer or battery charger for any damage to their cord, plug, enclosure and other parts, and that, in the event of such damage, toy must not be used with the transformer or battery charger until such damage has been repaired.
- Do not open the adaptor, please refer to after-sales service.
- The power cable can't be replaced. If the power cable is damaged the whole adaptor should be duly wasted.
- This adaptor must be used only to recharge the recharging battery included in the console.
- Rechargeable batteries must be charged under adult supervision.
- Read with attention the instruction manual before removing the rechargeable batteries.



INFORMATION ON THE RECYCLING OF THE BATTERIES

Help the environment by disposing of your product responsibly. The wheelie bin symbols indicate 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.



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