

YOLOPARK AMKG1

YOLOPARK AMK PRO Series G1 Megatron Action Figure Instruction Manual

Model: AMKG1

1. PRODUCT OVERVIEW

The YOLOPARK AMK PRO Series G1 Megatron is an officially licensed, highly articulated collectible action figure. This figure captures the essence of the iconic G1 Megatron with exclusive rusty battle damage painting and upgraded weaponry. Please note: This figure is designed for display and posing and is non-transformable.



Image 1.1: YOLOPARK AMK PRO Series G1 Megatron figure and included accessories.

2. SETUP AND ASSEMBLY

Your Megatron figure comes pre-assembled, but some accessories and battery installations are required for full functionality.

2.1. Battery Installation for Eye Lights (Head)

1. Carefully remove the head from the figure.
2. Unscrew the bottom part of the head to access the battery compartment.
3. Open the top cover and remove the battery component.
4. Insert one (1) CR927 battery. Ensure the positive pole faces the metal piece.
5. Reassemble the battery component, screw the bottom part back on, and reattach the head to the figure.

Video 2.1: Instructions for installing batteries in Megatron's head for eye light activation.

2.2. Battery Installation for Rail Cannon

1. Locate the Rail Cannon accessory.
2. Unscrew the battery cover on the side of the cannon.
3. Insert three (3) AG1 batteries. Ensure the positive pole faces towards the spring.
4. Tighten the battery cover securely.

2.3. Attaching Accessories

The figure includes various accessories to enhance display and play:

- **Key to Vector Sigma (alloy):** Can be held in the figure's hand.
- **Rapid Firing Blaster:** Attaches to the figure's arm.
- **Rail Cannon:** Attaches to the figure's arm.
- **Energon Sword:** Can be held in the figure's hand.
- **Energon Mace:** Can be held in the figure's hand.
- **Interchangeable Facial Components (3 types: normal, angry, laughing):** Gently remove the current faceplate and snap the desired one into place.



Image 2.2: Megatron with his array of weaponry and facial expressions.



Image 2.3: The three distinct facial components for Megatron.

3. OPERATING THE FIGURE

3.1. Activating Light Effects

- **Eye Lights:** To activate Megatron's eye lights, use a small magnet (often found in the base of the Fusion Cannon or other accessories) and gently touch it to the top of Megatron's head. Each touch will cycle through different light modes (e.g., on, off, blinking).
- **Rail Cannon Light:** Press the button located on the side of the Rail Cannon to activate its light effect.

3.2. Posing and Articulation

The Megatron figure features extensive articulation for dynamic posing:

- **Head:** Flexible rotation.
- **Torso:** Can turn around 180 degrees.
- **Arms:** Rotate 360 degrees and bend up to 150 degrees.
- **Hands:** Flexible articulated hands.
- **Legs:** Perform front kicking 90 degrees and curling 90 degrees.
- **Feet:** Can turn around 70 degrees and upturned 30 degrees.



Image 3.1: Detailed articulation guide for the Megatron figure.

4. MAINTENANCE

4.1. Cleaning

To maintain the figure's appearance, gently wipe it with a soft, dry cloth. Avoid using harsh chemicals or abrasive materials, as these may damage the paint or finish.

4.2. Battery Replacement

Replace batteries when light effects dim or cease to function. Follow the installation steps in Section 2.1 and 2.2. Dispose of used batteries responsibly according to local regulations.

4.3. Storage

Store the figure in a cool, dry place away from direct sunlight and extreme temperatures to prevent material degradation and color fading. Keep small accessories in a secure container to avoid loss.

5. TROUBLESHOOTING

5.1. Eye Lights Not Activating

- **Check Battery:** Ensure the CR927 battery is correctly installed with the positive pole facing the metal piece and is not depleted.
- **Magnet Placement:** Confirm you are using the magnet to touch the top of Megatron's head. The sensor is located there.

5.2. Rail Cannon Light Not Working

- **Check Batteries:** Verify that the three AG1 batteries are correctly installed with the positive pole towards the spring and are not depleted.
- **Button Functionality:** Ensure the activation button on the cannon is being pressed firmly.

5.3. Loose Joints

While the figure is designed for stability, if joints become loose over time, minor adjustments or commercially available joint-tightening solutions for action figures may be considered. Exercise caution to avoid damage.

6. SPECIFICATIONS

Feature	Detail
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Product Dimensions	4.72 x 2.36 x 7.87 inches
Item Weight	1.76 pounds
Item Model Number	AMKG1
Manufacturer Recommended Age	15 years and up
Manufacturer	YOLOPARK

7. ADDITIONAL RESOURCES

7.1. Product Showcase Videos

Explore these official videos for a closer look at the YOLOPARK AMK PRO Series G1 Megatron and other figures.

YOLOPARK 20CM Highly Articulated Megatron Transformer Toy

This video provides a general overview and showcases the articulation of the YOLOPARK 20CM Megatron figure.

YOLOPARK AMK PRO Series Optimus Prime & Megatron Model Kit

A promotional video showcasing both Optimus Prime and Megatron figures from the AMK PRO Series.

YOLOPARK Transformers G1 Optimus Prime & Megatron Figures

This video features dynamic poses and interactions between the Optimus Prime and Megatron figures.

YOLOPARK AMK PRO Series Transformers G1 Action Figures

A vertical format video highlighting the AMK PRO Series G1 action figures.

8. WARRANTY AND SUPPORT

Information regarding product warranty and customer support is not provided within this manual. Please refer to the product packaging or the manufacturer's official website for details on warranty coverage and how to contact customer service for assistance.